MARCH 1991 No.109

£1.85

SU

SINCLAIR USER

For ALL Spectrum owners!



EXCLUSIVE

VIZ

VIRGIN'S LATEST BABY GETS ITS BOTTOM SMACKED!

PLAY THE DEMO



WIN! AN ADVENTURE HOLIDAY

8 THE GREAT EIGHT

INCLUDING 6 FULL GAMES, CAPTAIN POKE AND AN EXCLUSIVE SAM COUPE GAME





COUPE ROUND-UP

8 BRITAIN'S BIGGEST TAPE JUST GOT BIGGER

VIZ DEMO, DYNAMITE DAN II, TEMPLE OF TERROR, GOLDMINE, SURVIVOR, GUNSMOKE, SAM GOLDMINE, POKES

SPARKS O

TOTAL



NARC

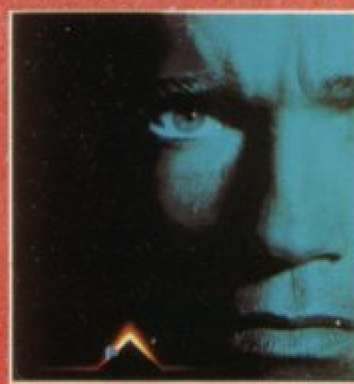
Your mission is to seek out and destroy the king pin of the MR BIG CORPORATION. You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



ROBOCOP 2

Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is Robocop 2!

MORE THAN A GAME ROBOCOP 2 IS THE PRIME DIRECTIVE.



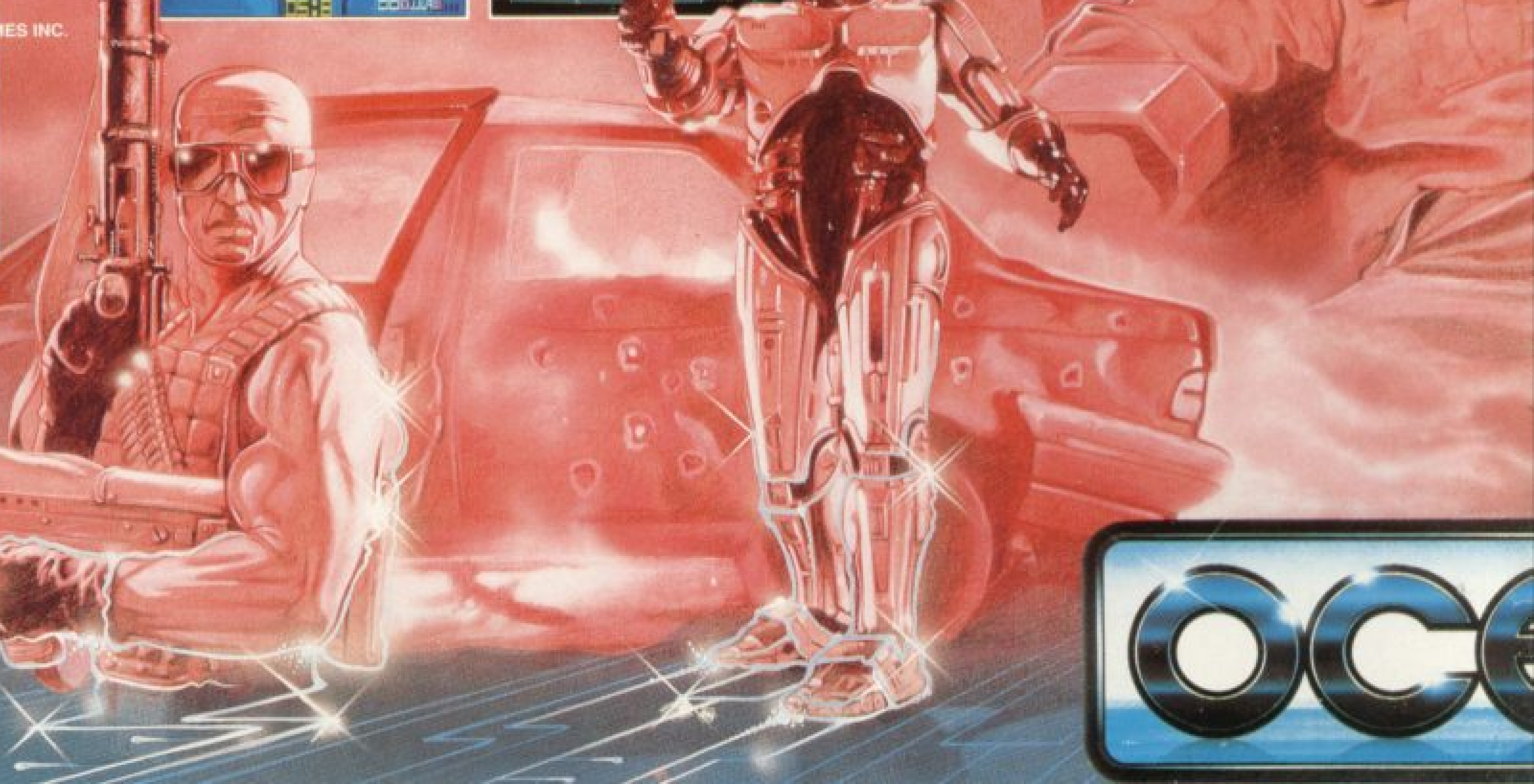













OF GENIUS
RECALL
As Doug Quaid you Travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie. TOTAL RECALL... a nightmare journey into the 21st Century.
CHASE H.Q. II
CHASE HQ II - Special Criminal Investigation - continuing where CHASE HQ left off. Your mission is to track down, chase and apprehend dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen. The extra features will leave you gasping for extended play- weather changes, bodyguard squads, grenade lobbing bikers,gun-choppers... just play it!... we dare
PANG
No time for balloonin' around!... no time to shoot the breeze!...in fact you've hardly set your feet down in the mighty U.S.S.R. and it's all action. You sight up your latest and most formidable balloon poppin' piece...but now that bounce bomb has just multiplied!!! Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!
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GREAT EIGHT 5

VIZ! Yes, it's the country's raunchiest magazine and it's on the cover. We bring you a completely playable demo of Virgin's hottest game. And not only, but also, we give you a total of EIGHT! yes EIGHT! great pieces of code including SIX scortching bloody great games to slap into your computer! There's DYNAMITE DAN II, US Gold's GUNSMOKE, SURVIVOR and TEMPLE OF TERROR, GOLDMINE for the 48K with even a COUPE version! And don't forget, Captain Poke will be giving you all the latest load-in cheats!



WIN A HOLIDAY! 17

Don't waste any time! This easy to enter compo will see the winner and a friend of their choice on an all expenses paid adventure holiday. Shoot, climb, drive, it's a whole experience for free!



HACKING SQUAD 18

Attennn-shun!! It's the Hacking Squad - all the very latest and greatest hints and tips, presented by Corporal José Duran - called up this month for a tour of duty on the Sqaud.

CHARTS 44

The up and downs of the Spectrum world.

CHECKOUT 46

Looks, books, model exhibitions and the latest heavy metal and rap music vids - thrown together by our very own Mr Hatefull.

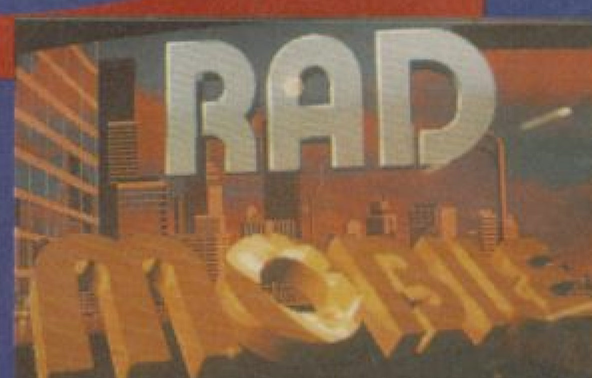
CONNECT 27

Your very own pull out section. Just carefully undo the staples and pull it out for everyone to see. A magazine within a magazine packed with interactive fun.



COIN - OPS 54

This month John Cooke checks out the very latest the video world has to offer at Europe's biggest leisure machine show including Mad Dog McCree and R360.

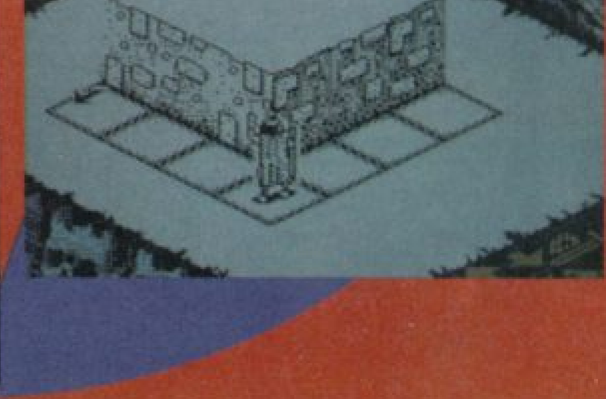


VIZ! THE BARE FACTS.

Ian Watson takes the lid off tiolet humour and lets us see what makes Viz tick!

PREVIEWS 62

Viz latest! Plus Predator, Heroquest and Robozone







THE SU CREW

Chris "Hateful" Jenkins



Just why is this man laboured with epitath "Hateful"? It's in the masthead after all. Scientists at NASA reckon that a night out with Chris is less fun than being born dead with cancer though that is a tad harsh. So what does the great man himself have to say about all this "hateful" malarky? "It's just those boys at SU showing off again. I'm really very nice. I pat dogs and go on skipping holidays in Deal". Oh dearie me.

Garth Sumpter



What can we say? Bugger all really. After all he is the Editor and any words of vitriol would just be rewarded with a smartish smack in the chops. So let's just keep it short and sweet and harp only upon the nice things about our big man in charge. Errm.. Oh dear, I've gone all of a blank.

Phillip Fisch



He's just nipped out the office to staple some kittens to the pavement and throw some rocks at the Iraqi embassy so it's safe to tell you what a git he is. Phil's contribution to gitdom is large and profound. His first act of extreme gittery was to cop the midwife a punch in the teeth when she slapped his newly born botty. His first words where "Stitch that!" and, heavens he's just come back so best I stop typing rather sharpish.

José Duran



The poor man. He thought he'd thought that the easiest work experience he'd ever get from college would be to work with the SU Crew for a while. Do nothing but play computer games and pose for the cameras. Well, after having to polish Garth's cavalier twice a day, keep running off to the tuck shop forty times a day to supply Mr Liddon in bronto snaps, popping down to Boots to get Andrea the latest eyeshadow colours and having to dodge the unwelcome attentions of Phil Fisch, José just can't wait to get back to college. Can't say I blame him either!

Andrea "Kaleidogyn" Walker



What should we write about you Andrea, "Oh anything you want, I don't mind". You liar, we could say you had a great big nose with lots of nostril hair that sparrows nest in, you wouldn't like that very much would you. Apparently she's a bit like Tank Girl though the unkinder wagging tongues among the SU Crew reckons Tanked Up Girl is more like it. (Thath's a lie, hic, hic!) We rest our case.

SOFTWARE

DISTRIBUTION
BBC FRONTLINE
SU SUBSCRIPTIONS
PO Box 500, Leicester, LE99 0AA. Tel 0858 410510
Typesetting by Garthtype, Colour work by Proprint. B&W filming by PRS.

SU would also like to take this opportunithy to wave a fond farewell to Mr Matt Bielby, the erstwhile editor of Your Sinclair who has just moved on to pastures new. It was a pleasure to fight it out with Matt in the Spectrum ring, and although he's had to retire from the ring, we hope he'll be around to fight another day. Oh yes Matt, Andrea, who remembers you from your days on C&VG sez. "See you Blige Bag, give me a ring sometime!"

Review

HUXLEY PIG



BEST SU BUDGET

Huxley Pig, dum de dum, he's the piggiest, wiggiest, snuggliest pig there is - lah-de-dah... at least, I think that's how the theme tune goes. But whether you're a Magic Roundabout freak, a Paddington fan or a Postman Pat addict, you have to admit that Cartoon hero Huxley Pig is the cutest joint of pork ever to have his own TV series. And the game's great.



GAME: Huxley

LABEL: Alternative

MEMORY: 48K/128K

PRICE: £2.99

PROGRAM: Bizarre Developments



Garth's comment: *A terrific game, well executed and by no means easy. Superb graphics and good gameplay make Huxley Pig a corker of a porker!*

PIG FAX

Pigs are all members of the Hog family. And the Domestic pig is descended from the European boar.

China has the largest number of domestic swine in the world.

Although the term pig is used to describe greedy, messy eaters, Gary Liddon is not a member of the swine family. He's a member of the Liddon family.

"What!" you say, shock horror! Jenkins LIKES a cutesy arcade adventure! Usually they have him reaching for his Uzi and complaining that there isn't enough violence. But no, even though Huxley pig doesn't go mad with a chainsaw in an infants' school, I rather like this budget bacon sandwich.

The first thing you notice is that the graphics are great; really stylish, with good use of colour and nice details in the furniture of Huxley's pig around the pen pad. The second thing is that Huxley himself is dead cute, piggly-wigglying his way around the house in search of the toys and costumes he needs to take off on another of his dreamland adventures. The screen display flips from room to room very neatly, and the graphic design keeps colour clash down to a minimum.

The third thing you realise is that even on "Easy" level, the game's a bit of a challenge. Although it's not too difficult to find the missing objects, the spiders which scuttle along the floor move at great speed, draining Huxley's energy. This can be restored by finding toys, but he must also keep his strength up by finding the kitchen and pigging out on sandwiches. To avoid the spiders Huxley has to jump on chairs and tables and wait until they have crossed the floor; he can try to jump straight over them, but since he only does tiny piggy hops, this is a matter of split-second timing.

To make a piggy's life more difficult, Vincent the Vampire Pig, Horace the Rotten Rodent and Sidney the Snake keep moving Huxley's toys and costumes around. On the Easy version, the objects are found in the same place every time, but in the Hard version they're placed randomly, and the spiders move faster. A bite from Sidney will cause dizziness, reversing your joystick controls, and this can only be cured by finding the First Aid box.

A thought bubble at the bottom of the screen tells you what object Huxley should look for next as he explores the many rooms of the house.

When Huxley finds all three toys and costumes, you get a code number which allows you to access the second part of the game, on the other side of the tape. There are another three mini-games here: in Huxley Airways he pilots his plane, avoiding other planes and collecting hearts; in Pizza Pizza, Huxley proves that it's not just Turtles who like Italian food, as he collects pizza ingredients; and in Speedboat, he avoids speedboats, turtles and logs while collecting tunafish.



Huxley the Bear, unlike Paddington, can climb a flight a stairs without the help of a Micheal Horden voice over.



Vile Vincent the Vampire Pig guards the entrance to the attic but he doesn't like crucifixs. Just flash it as you pass

scores

GRAPHICS	89
SOUND	85
PLAYABILITY	88
LASTABILITY	85
OVERALL	88%

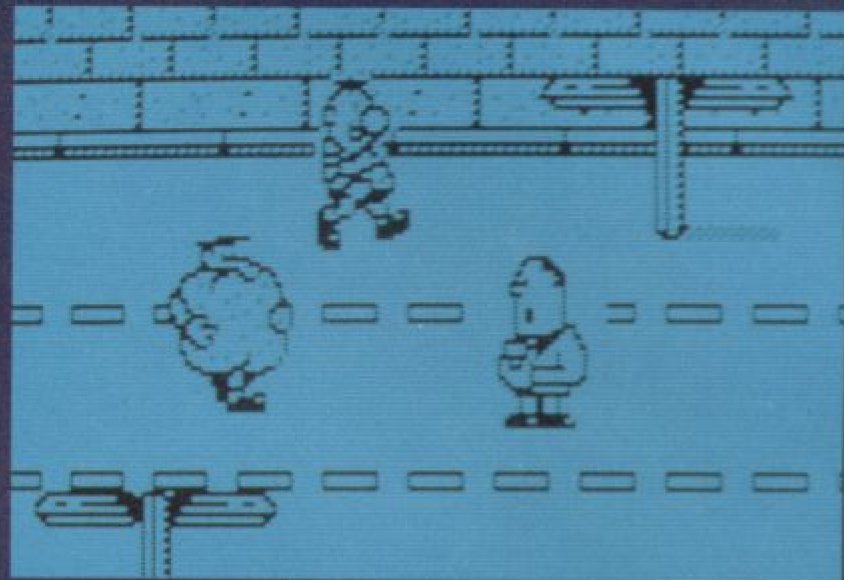
Chris Jenkins

It's everybody's favourite pig in his own arcade adventure! How can you resist the animated adventures of our porcine pal?

ET GR

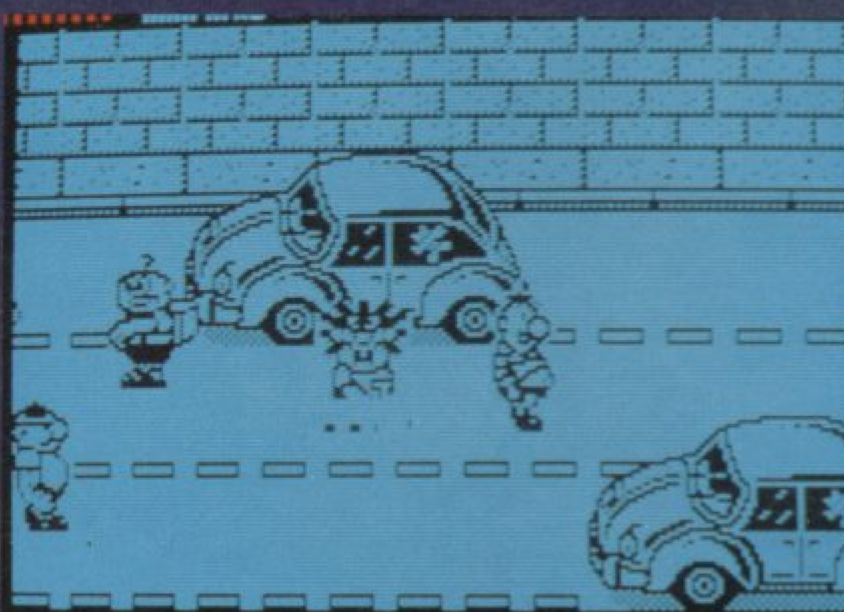
VIZ DEMO

It's completely whacky, it's mad and by the time the game hits the streets, you'll be so good that no-one will be able to hold a candle to you. (Actually, if you opt to play Johnny Fartpants, that could be a very dangerous thing for them to do). After the game has loaded, use the menu to choose the type of control that you want to use. The keyboard isn't a bad choice for Viz 'cos there's lots of joystick waggling to be done. The demo is of one of the bonus screens. You must waggle like mad to produce the pump power to send Johnny Fartpants flying up the side of the bonus pole. The higher up he gets, the more points you score. It's simple but just look at the graphics. Probe have done an excellent job and the demo should give you a very good reason to buy the game.



DYNAMITE DAN II

He's back. Last month we had Dynamite Dan I (which was a bit of an accident really - who says we're too big to admit to our cock-ups?) and so this month you finally get the game we wanted to give you. In DDII, our hero is still stuck in a platform world, and still wields a hefty stick of ka-boom stick. Control is by joystick and uses all the usual up, down, lefty, right, ka-boom controls. Well, don't just stand there - get blasting you dummy!



GOLD MINE SPECTRUM

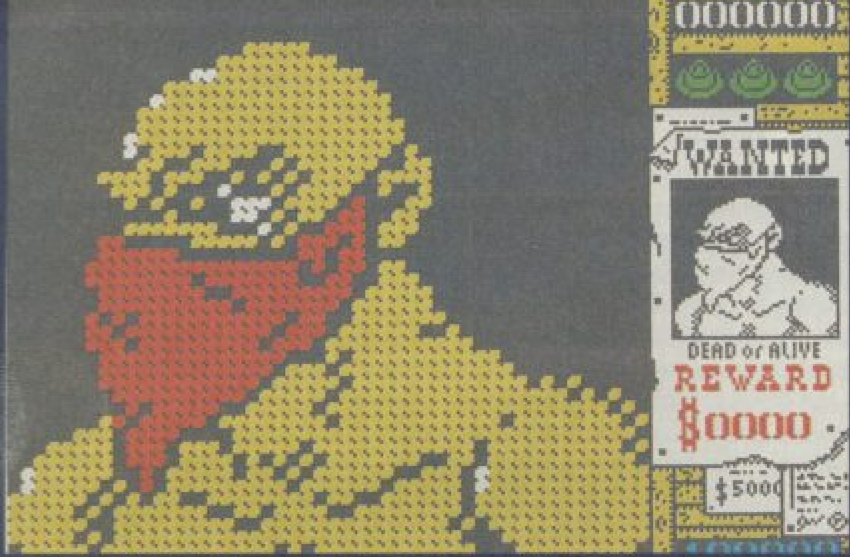
Yo dudes! Good news.. Sam's back to dig more muggets ooeer! I mean nuggets, gold nuggets that is. This new mega
SAM conversion from the 48K Spectrum hit version boasts improved colours, all-new stereo sound effect and bigger mines for you to explore, exciting or wot!. In this simple, playable game you explore underground, digging a network of tunnels in search of gold, gold, GOLD. Now be careful and mind those floods and falling rocks, which might trap you or wack you into the lift shaft & your imminent death. Don't overload the lift, or try to carry too much too far, of you may never get back to the surface.
There are four skill levels for you to master and you can certainly do that using user-definable keys or joy stick control, plus on screen instructions and a demonstration mode.



GOLD MINE (COUPE)

Flippin heck!! Another fab Sam game !!. Don't ya just love it. In this game you must find your way across nine mine-fields and with the help of your detector which tells
you how many mines are nearby, you should be able to go far in life, so it's up to you to find a safe route. You gain points for speed and rescuing 'damsels' trapped by the mines.
You're faced with more challenge as you master field after field. The longer you take, the more you must

EAT GR







contend with. And being nice the way I am I'm gonna tell you to beware of the mobile mines that follow you around the screen or might splatter your guts all over the place. Your map shows the route you have taken, so you know which places are safe - unless the mine layers have crossed your path, or the map has blown away!!

You can start on any field that you have previously completed - brill eh! The exact position of mine and damsels vary in each game.

The new SAM version has all the Spectrum features, like action replay and animated instructions, plus many improvements - new colours and graphic effects, awesome explosions using the SA-1099 stereo sound chip, and a choice of SAM joysticks, cursor control or user defined keys. So.. hi ho, hi ho, it's off to work we go...

TEMPLE OF TERROR

To load this 48/128K gaem and all the beasties into your Speccy, just type LOAD"" and then hit enter. Once loaded, you can either load a previously saved game or get right on with it.

This version of Temple of Terror is the text only version - we'll be giving you the graphics version at a later date, and so you play the game by typing commands into the Spectrum at the prompt and entering. Temple of Terror has a large vocabulary of words which lets you use almost normal English with the computer. Here's a list of possible commands that you can use:

Go Bridge, North (or N) etc, cut the rope, open the pouch, go eagle, get box, drop box, look body etc. You can use verb/noun combinations like this or even string words together into complex sentences like, "Attack elves with sword" and "Throw net at skeletons". You can even string together different commands as long as you separate each action with a comma or use 'and'. E.g. "Get the box and open it" or "go bridge, s, cut the rope."

SPECIAL COMMANDS

LOOK - This will re-describe your current location. If you want a closer look at something, then say "look net." The computer will give you further information.

INVENTORY (or I) - Will give you a list of all the items that you are carrying or wearing.

QSAVE - This will save your current position to MEMORY! If you die you can then use QLOAD to take up where you left off.

SAVE GAME - Will allow you to save a game to tape (or disk on +3). You can then re-load it when you start a new game by replying 'Yes' to the prompt, "Do you want to restore a saved game?"

LOAD GAME - Loads a saved game from tape.

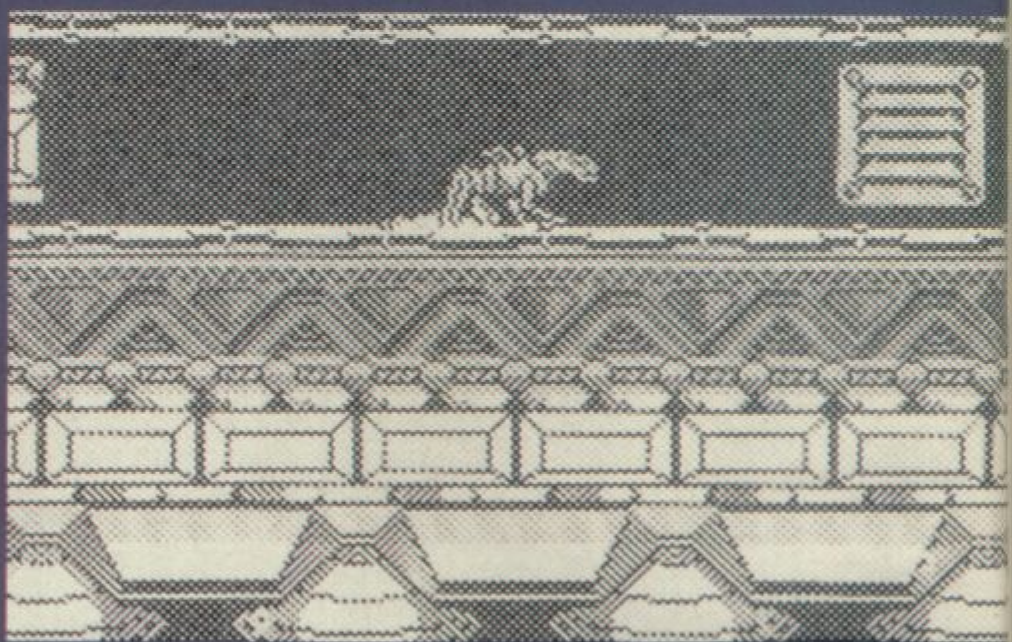
POKES

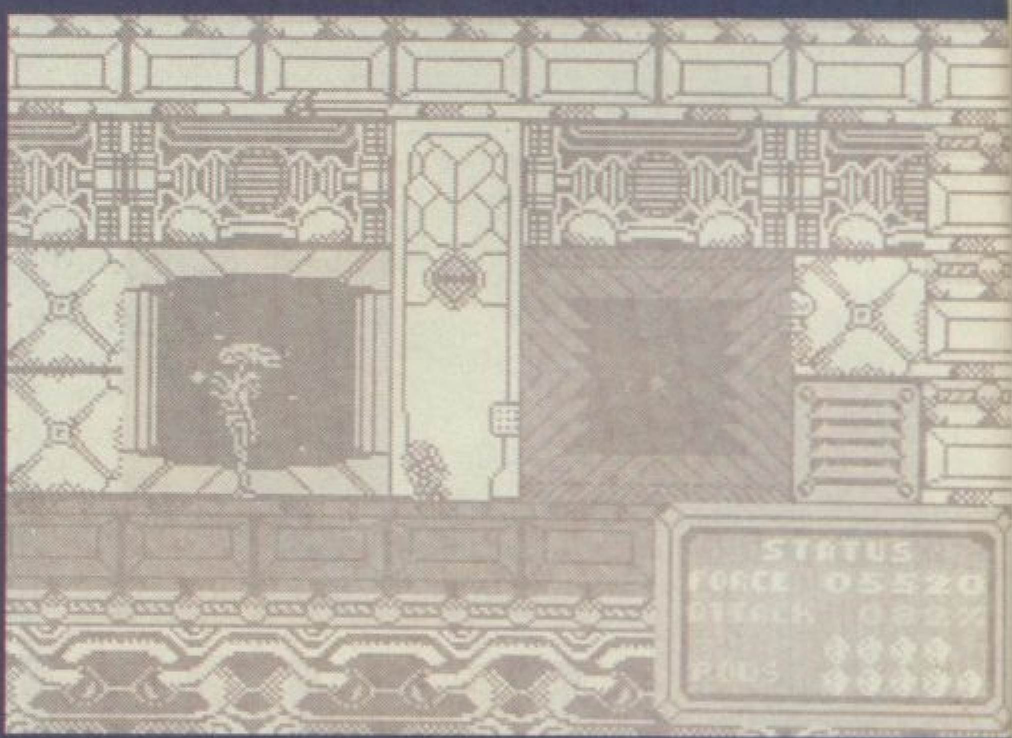
Just load in the pokes tape, using the normal method and a list of the POKEed games will be displayed on screen. Just enter the corresponding number to the game you want a load-in cheat for and then load the game. (Yes, you do have to already have a copy of the game that you want to POKE!)

GREAT 8

SURVIVOR

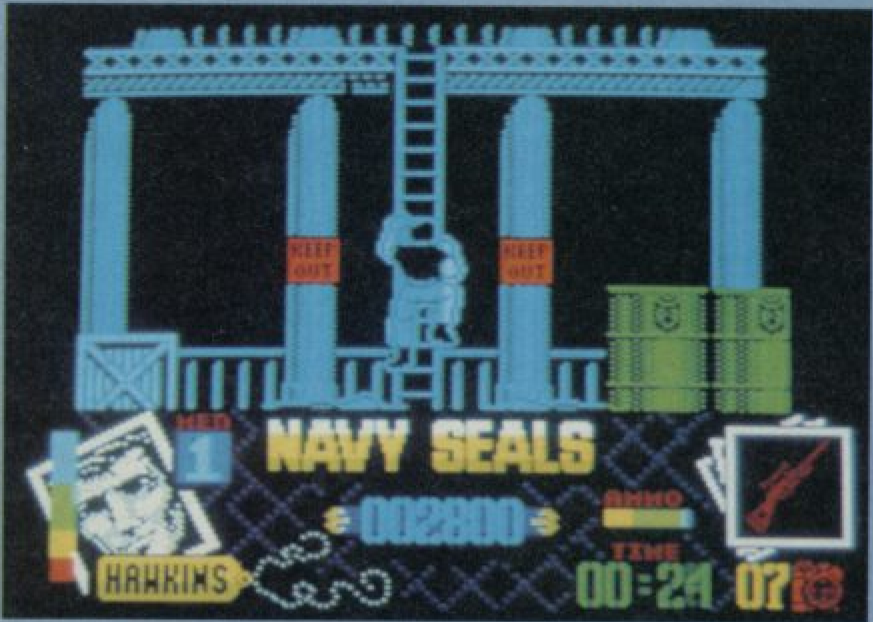
In survivor you take on the role of an alien who has become a seriously endangered species. You have to wander around the an enormous spaceship (of 142 screens) and collect pods of baby aliens and, due to the heavy maternal streak in you and an in-built conscience about the continuation of your race, plop each one into an incubator unit. There are a vaiety of floor and wall-crawling nastics that you destroy using a cunningly developed ability to spit acid (just the sort of thing that melts the ice at parties. Along with walls, tables and the occasional guest. The graphics are nicely detailed and control is easy - all being on joystick, and with 142 screens to shuffle through, you should be playing Survivor for some time.



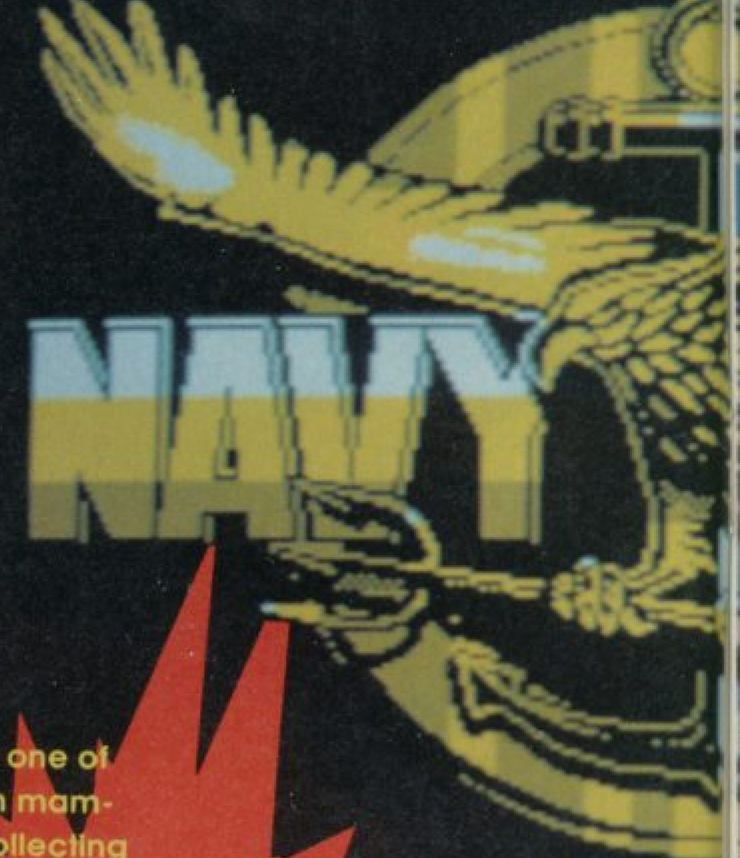




Gazza II
Brilliant control, the air of excitement and fantastic playability transport you into the atmosphere of World Class Soccer.
Featuring the 40 Top Teams in Europe!
Play Sunday League up to International!
Pick your Team from the squad!
Decide your Formation!
Each Player with unique Characteristics!
Man to Man marking!
Corners, Free-Kicks, Tackling, Penalties, Throw-ins & Goal Kicks!
Swerve, Chip, Drive & Cross!
Multi-directional scrolling!
Injuries and Bookings!
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Full management section for up to 16 players!
Versatile tactics editor adds a whole new dimension: be the player, manager and coach!
Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format
RAZE RAVE 91%
EMPIRE
Gazza II -
the football game that will have you playing until the next World Cup!!
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Only REAL men join the elite forces of the Navy. Here's one of the raw recruits going through his paces on the outdoor window cleaning range. Will he loose his rag?



LABEL: Ocean

MEMORY: 128K only

PRICE: £10.99 Tape £15.99 Disk

PROGRAM: James Higgins

MUSIC: Matthew Cannon

GRAPHICS: Warren Lancashire

SPRITES Martin McDonald

RELEASE: As film date - End of Feb

From the title, I was hoping that this was one of those games featuring cutesy aphibian mammals balancing balls on their noses and collecting fruit, but NO!

Navy Seals is in fact based on the Orion Pictures movie of the same name, and deals with a group of rough, tough American Navy officers, specially trained to jump out of aircraft, swim long distances underwater, shoot dozens of people, blow up enormous buildings and run all the way home - and that's BEFORE having their Weetabix!

And crikey, or gee whillikers Mom as the Yankees say, what a scorcher of a game it is! Whether the film's any good or not (and seeing as it features all sorts of Brat Packers like Charlie Sheen spouting platitudes, it probably isn't) the game is a rip-roaring multi-stage arcade blast with some of the most tubular graphics and animation I've seen for ages - no wonder it's 128K only.

Your mission, should you choose to accept it (and I don't think they give you much choice in the matter in the Navy Seals) is to infiltrate Beirut, rescue a bunch of hostages, eliminate a cache of Stinger anti-aircraft missiles, blow up enemy installations and generally wreak havoc on the infidels - topical, or what!

There are two major missions to accomplish, each consisting of a number of stages, and though you have to complete the stages in order, you can play either mission first.

Part one of the mission, where you have to destroy a terrorist base, is one of the most impressive sections. Basically it's just a platforms-and-ladders effort with five eight-way scrolling sections, but the design of the big character sprites and the animation of the central character is remarkably good. This section is also pretty realistic in that you have an energy bar next to your character's portrait on the lower left of the screen, and your energy falls very quickly if you're shot or suffer a bad fall. If you buy the farm, one of your five colleagues takes over.

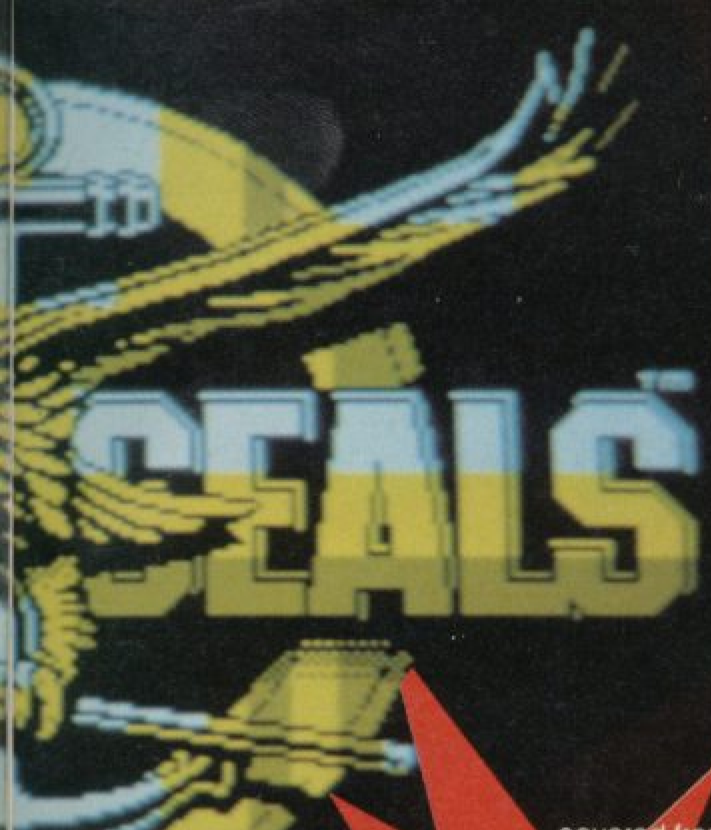
The background details of walkways, ladders, packing cases and balconies are nicely drawn, and your amphibian hero runs, jumps, swings hand-over-hand and crawls very smoothly. His best stunt is grabbing an overhead walkway and swinging himself up onto it - usually followed by a quick blast with the submachine gun as he takes out an-



Join the Navy, travel the world and meet lots of interesting people called Ali.



Here's Curren trying out one of the native customs - the amazing cargo crate walking





Here our hero comes up against some Beruit terrorists in the school playground. Will he survive the rigours of playtime hopscotch and French skipping?

other towel-head. The clever bit is that the baddies only shoot when you're in their line of sight, and if you lose a life your new character starts from the beginning of the level, but any dead baddies stay dead.

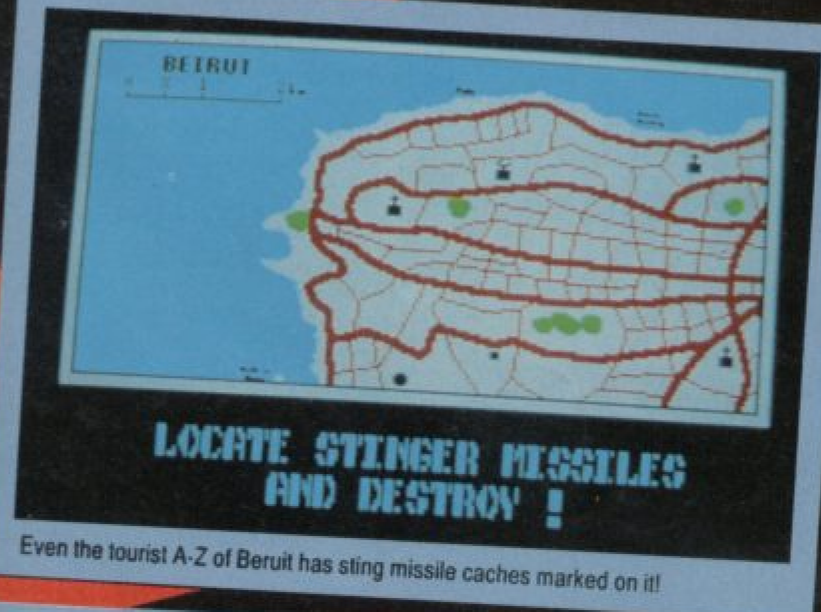
More impressive weapons like flamethrowers can be re-covered from enemy hiding-places, and the current weapon, ammo and time limit are displayed at the bottom of the screen.

The next mission is good but not so impressive - there's less use of colour, and not so much variety in the action. Here you roam the back-streets of Beirut, with 3-dimensional action moving in/out and left/right, looking for hostages and taking out everything that moves. Hordes of Ayrabs armed to the rotten teeth attack you, firing big fat bullets which cast shadows which help you to avoid them. With courage and a quick trigger-finger you will prevail, but the action is a bit repetitive.

You will need a more impressive weapon than your side-arm to deal with the heavy weapons such as the motorbike-and-sidecar combination and the armoured car. So far, this is the spot where I always run out of lives, in the absence of weapons sufficiently radical to take out the baddies.

Although the graphics and animation (especially in the first mission) are mega, it's the little background details like portraits of the Ayatollah on the wall, the dialogue screen with Ali the informant, and the touching display when you finally run out of blood, which make Navy Seals worth the SU Gold. So come on; get your feet wet!

SU GOLD



Even the tourist A-Z of Beruit has sting missile caches marked on it!



The local club bouncers are a little over-zealous! Here's one checking date of births



NAVY FAX

The US Navy's USS Winconsin (at present in the Gulf) is the sister ship to the USS Missouri on which the Japanese surrendered in 1945.

A broadside from the USS Winconsin's 9x16 inch guns weighs 12 tons.

Today's USS Enterprise (An aircraft carrier) was the 1st American nuclear powered battleship.

The Nimitz carries almost 100 combat aircraft and has a crew of 5,776 including men in the air wing.

The F14's carried by the Nimitz are the largest fighters to launched from carriers.

The USS George Washington was the west's first sub to be armed with balistic missiles in 1960.

In 1919 the US Navy had 17 battleships compared to the Royal Navy's 33!

The USS Enterprise, of the 1940's (predecessor to today's Enterprise) was the most engaged carrier of the war in the Pacific, winning 20 out of a possible 22 battle stars.

Compiled by:

Vice-Admiral
Tom Glennister

scores

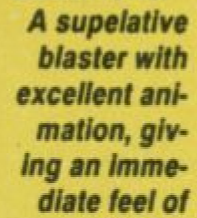
GRAPHICS	92
SOUND	87
PLAYABILITY	94
LASTABILITY	93
OVERALL	92%

Chris Jenkins

Bombs, guns, it's got the lot! Navy Seals has more variety than the London Palladium and gets our seal of ultimate brilliance. An SU Gold!



Garth's comment:
A supelative blaster with excellent animation, giving an immediate feel of action. Should go great guns!



Andera's comment:
Leap, sproing, cavort, blast! So good I forgot to go to the beauty parlour for my weekly facial

Review

LOOPZ

LABEL:
Audiogenic

MEMORY:
48K / 128K

TAPE:
£10.99

DISK:
£14.99

RELEASE:
Feb/March



Garth's comment

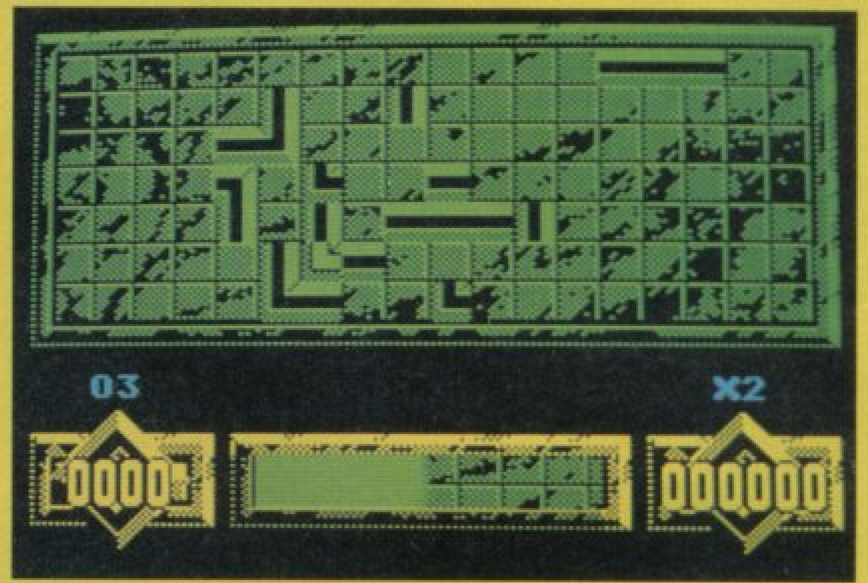
Loopz is unfortunatley one of those games that I find boring. Who wants to make loopz anyway? What's the point? The point is - if you enjoy games like Pipemania then you like this

Abstract game concepts give me a bit of a problem. If it's not got a smart bomb, if it's not an extra life at 10,000 and pressing fire doesn't unleash untold screaming bolts of laser death, then I'm left more than a little dazed and confused. (So what's new Phil?)

Well that's my excuse for sitting in front of the SU Speccy for the first half an hour and trying sixty billion key combinations to get some sort of laser blast whizzing across the screen.

A deft, gentle and caring whack around the bonce accompanied by a the words "It's a puzzle game, spanner face" from SU chief Garth soon got me on the right tracks. Apparently it's a puzzle game, spanner face.

As with all puzzle games that are worth more than a tuppence h'appeny of your lolly, the basic precept is incredibly simple. All you have to do is make loops. Using the input device of your choice (joystick, keyboard or ESP),



Drop your shapes and make a loop. It doesn't look much, but it's fast and furious.

LABEL:
Infogrames

MEMORY:
48K/128K

TAPE:
£10.99

DISK:
£15.99

PROGRAM BY:
New Frontier

AUTHOR
Vincent Bourieux

RELEASE:
OUT NOW

SU GOLD

L I
COR

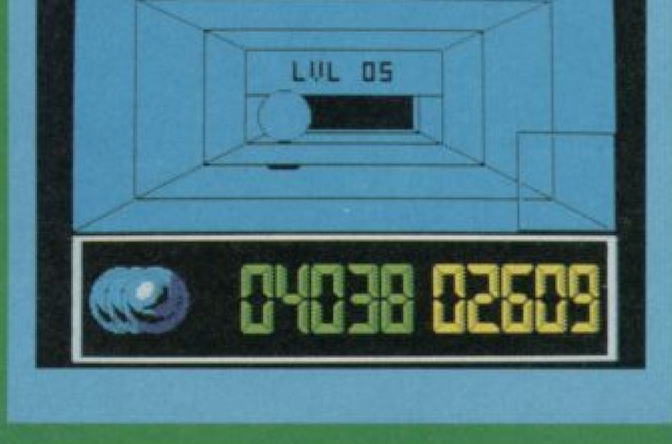
It's not often that I like the products of French software houses; they seem to be keen on complex, baffling ideas which don't add up to much in the way of gameplay.

But Light Corridor is the spiffiest, zippiest bit of coding ever to appear from our European cousins, and if you miss it you be doing your brain an irreparable injury.

Imagine a cross between Breakout, Room 10 and Psychedelia - only in 3-D - and you'll begin to get an inkling of what The Light Corridor is about. The basic idea is simple - always a virtue - but it's carried through with such imagination and technical skill that the mouth dribbles to think of it.

You have to steer a bouncing ball through a maze using a paddle. Easy, yes? But the maze is in 3-D, the paddle's transparent and the tunnels are full of unexpected hazards and obstacles.

Although each level is monochrome the graphics are incredibly fast-moving. As the 3-D tunnel unwinds ahead of you, you'll be amazed that the ball, your paddle and the various objects which appear move with such smoothness and speed. Crikey!

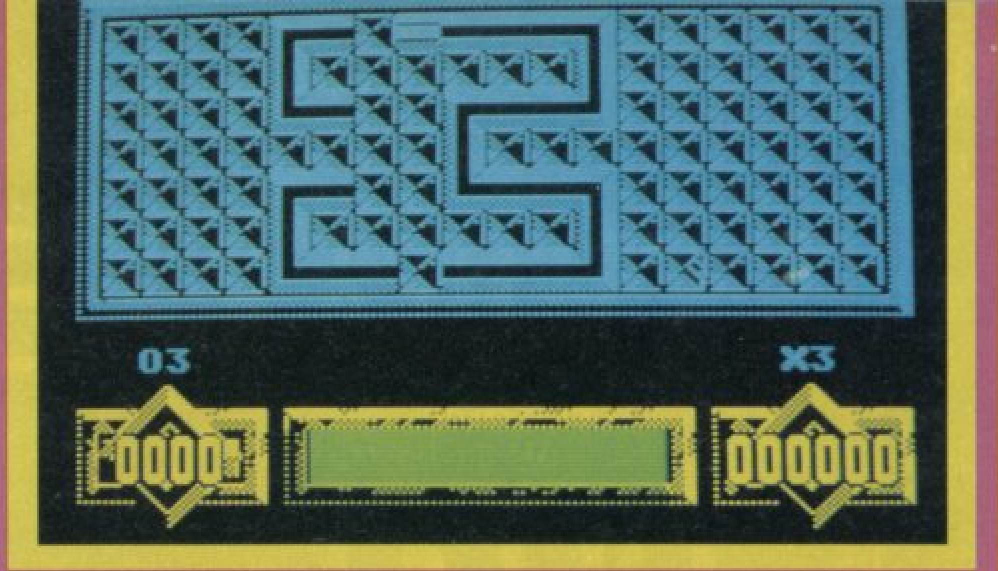




scores	
GRAPHICS	82
SOUND	80
PLAYABILITY	88
LASTABILITY	86
OVERALL	84%

Chris Jenkins

Loopz manages to offer oodles of gameplay and a fair bit of tension. Well worth a delve into your pockets.





the idea is to guide bits of stuff comprising of simple blocks around the screen and drop them where they can link up with your previously dropped bits to make up loops. When a loop gets made it gets removed from the play area giving you back some room to make more loops. Sounds easy? Probably exactly what the government though about the poll tax.

If that was all that there was to it then yes, it would be very easy but each block must be dropped within a time limit shown by the timer bar along the bottom of the screen. Take too long and you'll lose a life. Also, the amount of time to drop a block (oo-er) gets less and less the defter you become, making for huge adrenalin rushes on the later levels. If the screen gets cluttered up and then you may get a gopher piece which'll zap away any tracks you've made that can't be looped up but the game is a little bit stingy with these.

Also designed to mangle your gray matter into contorted Monster Munch-like shapes is Game C, a puzzle section consisting of fifty conundrums to get you bashing seven shades out of your Speccy. Each puzzle consists of a loop made up from the normal game pieces. After the loop's flashed up onto the screen, bits and bobs of it are removed one by one leaving you to replace all the stuff back where it came from. As you traverse the 50 screens the pace hots up bit by bit until by screen 50 you have to go like the proverbial clappers.

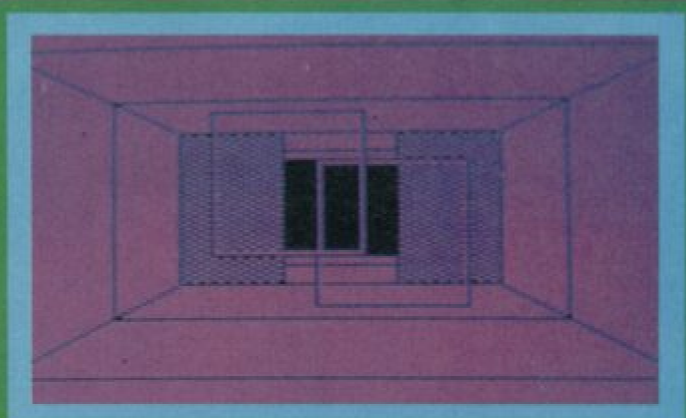
So in the end, despite not having giga-watts of death appeal, despite not having a single smart bomb or mutant alien scumbag in sight.

Puzzle games, usually the only puzzle associated with this genre is "Why did I bother buying this load of old trout?" Well. Much as kind words cause stabbing pains in my larynx, Loopz is what Cyril would term a 'Nice one'.

Phillip Fisch -

ISSUE SILVER

G H T
RRIDOR





Your paddle can be positioned anywhere on the screen before you launch the ball, which shoots into the distance and disappears, continuing until it hits an obstacle and bounces back. You then have to move the paddle to bounce the ball back up the corridor, following it along with the paddle by holding down the fire button and pushing up. If you miss the ball on the rebound you get a sampled cry of despair and the instruction to get ready to launch the next ball.

The tunnels are full of obstacles such as panels which protrude halfway across from the side or the floors; moving panels which block the pathway; and icons which disappear when you pass through them.

Some of the icons give you useful new features such as dual bats and sticky bats, bonus balls (oo-er) and even a homing bat! Others icons are heavy bummers though; the minus icons reduce the size of your paddle and one (you find out!) will loose you a life.

There's a speed-up option which allows you to shoot through the corridors at breakneck speed, and 50 stages each with a code number which you can use when restarting to put you straight to any level you have reached before. After every four levels there's a special challenge, such as a target square which has to be hit before you can proceed further.

The music is fantabulously rockacious, and there's even a course designer option allowing you to design your own corridors, placing obstacles anywhere you want and saving the new layout for later use.

The overall effect is a stunning bit of coding which should keep you stuck to your Spectrum as tightly as Madonna is to her underwear.

scores	
GRAPHICS	92
SOUND	90
PLAYABILITY	95
LASTABILITY	96
OVERALL	93%

Chris Jenkins

It's psychedelic! It's technotronic! It's surrealistic! And it's fantabulous! Light Corridor will take you to places you never knew existed! Magnifiqu!



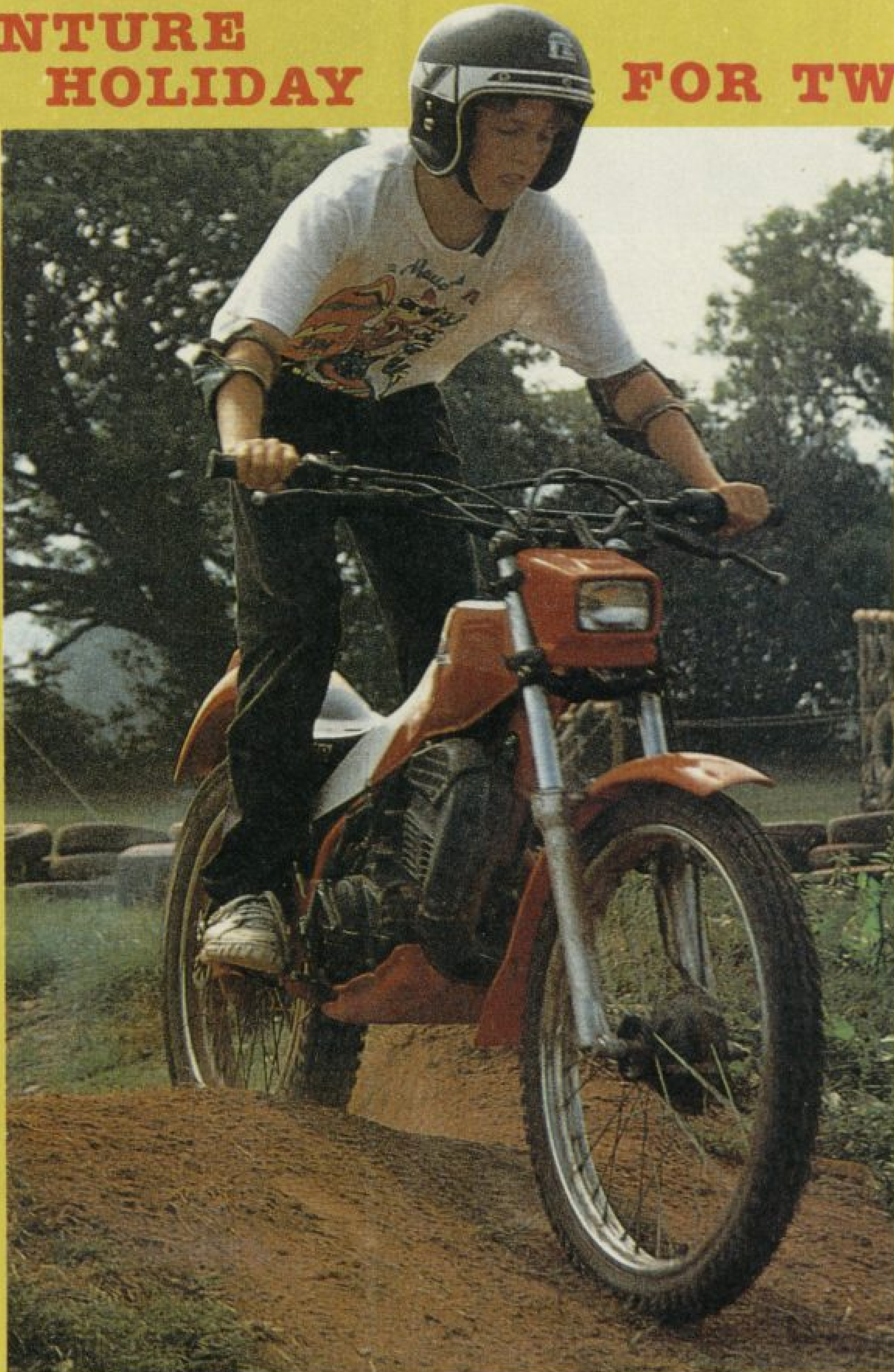
Garth's comment:

Sacre Blu! It's absolutely superb. Light Corridor is so addictive it should carry a warning! Don't settle for less - get the best ball batting game on the market!


SOMEONE HAS STOLEN MY MIND
SCHWARZENEGGER
STARS IN THE MOVIE.
NOW YOU STAR IN THE GAME...
TOTAL RECALL
AS DOUG QUAID YOU HAVE BEEN HAUNTED BY RECURRING DREAMS OF ANOTHER LIFE ON MARS. YOU ARE DRAWN TO REKALL INCORPORATED, A UNIQUE TRAVEL SERVICE SPECIALIZING IN IMPLANTING FANTASIES INTO THE MINDS OF THOSE WHO DESIRE TO TURN THEIR DREAMS INTO REALITY.
THE EGO TRIP OF A LIFETIME
EXPERIENCE THE HORROR AS YOUR DREAMS TURN INTO HIDEOUS NIGHTMARES. SUDDENLY YOU'RE EVERY MOVE IS MONITORED BY WOULD-BE ASSASINS. YOU DISCOVER THE SURREAL TRUTH -
YOU'RE NOT YOU - YOU'RE ME
YOU MUST TRAVEL TO MARS TO DISCOVER YOUR TRUE IDENTITY - YOUR MISSION IS NOW A JOURNEY OF NON-STOP ACTION, STRANGE MUTANTS, FUTURISTIC VEHICLES AND A STARTLING ARRAY OF WEAPONRY ALL CAPTURED IN SUPERBLY EXECUTED GRAPHICS AND A GAME-PLAY THAT COMPLIMENTS THE SUCCESS OF THE
YEAR'S TOP MOVIE
...A NIGHTMARE JOURNEY INTOTHE 21ST. CENTURY
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THE GREAT ADVENTURE!

WIN AN ADVENTURE HOLIDAY FOR TWO



Do you all remember Extreme from Digital Integration? It got a massive 87% when it was reviewed within these hallowed pages.

What? Still no memory of some of the wickedest of wicked graphics? Right then. For those of you who just may have forgotten the plot, you must work your way through a spaceship, killing the immigrant hoards of space pirates that have infested a ship returning a lost earth probe. You must shoot your way through the ship, swim through the fuel tanks and rescue the rascally navigator and liberate the lost probe.

Quite some adventure eh? Well those stalwart supporters of Spectrums down at Digital Integration have now gone absolutely mental! Yes, that's right. They're giving away an all expenses paid, superb adventure weekend holiday for two lucky little sods.

WHAT THE WINNER GETS

The winner will get a weekend adventure holiday for two so that he or she can take a friend along to enjoy all the weekend's activities.

MULTI ACTIVITY HOLIDAY BREAK

The PGL Adventure Weekends include all the the following:

- All travelling expenses to and from the centre.
- Full board at one of the seven holiday centres from Friday evening (7.00pm) until Sunday evening (7.00pm)
- A full range of professionally supervised activities that, depending on which centre is chosen, include:
- Canoeing, climbing, sailing & watersports, archery, assault course, farm visits, grass sledging, metal detectors, motorsports, orienteering, pony trekking, rifle range, roller skating, rounders, soccer, swimming and so on.

WHERE?

The PGL Adventure Weekend can be taken at any one of the following activity centres where indoor accommodation and all meals are provided:

- Boreatton Park, Shropshire: Ages 8-11, 10-13
- Hillcrest, near Ross-on-Wye: Ages 8-11, 10-13
- Court Farm, near Ross-on-Wye: Ages 12-16
- Royal Oak, near Brecon: Ages 8-11, 10-13
- Tregoyd, near Brecon: Ages 12-16
- Thomley Hall, near Oxford: Ages 8-11, 10-13
- Dalguise, Scotland: Ages 8-11 10-13 or 12-16

So what exactly do you have to do to win? Simple, just scibble down on the back of a postcard, the name of the PGL activity centres that you can go to if you were born on February 10th, 1987.

Send your answer to: SU EXTREMELY FAB COMP, 14 Holkham Rd, Orton, Peterborough, P62 0UF and DON'T forget to include your age and address.

This competition is restricted to people between the ages of 8-16 resident in mainland U.K. We're not aying to fly you in from Brazil matey!) The compo's also cloosed to anyone employed by EMAP IMAGES or SU and no relatives (alive or dead) of Graham Taylor will be entered. The editor's decision (i.e. Mine!) is final. Anyone entering into correspondence is wasting their time in a big way. Entry into the competition signifies acceptance of these rules (and the fact that you've just been legally trussed up tighter than a wet trout in newspaper.)

- Closing date for entries: 18th March 1991





GHOSTBUSTERS I

Dear SU, I have a couple of cheats for you old and new. In reply to Jonathan Ryall's request, here is a tip for Ghostbusters I. Type in Billy Tang (or Tang Billy) and your account number as 15570011. This gives you $93600 and when choosing your car,type 0. This will give you an invincible car that costs $25C0 and carries everything. Spencer Lawrence, Swansea, SA5 7HW.

US ALIENS

How about some passwords for US ALIENS?

Marine Rescue: 2727H
Oproom Rampage: 1506E
Airduct Scamble:2761G
Newt Rescue: 7140E
Queen Battle: 7163H

I would like Operation Wolf ('cos it's just out on budget) Michael Sheppard, Waterleoville, Hants PO7 7TJ

MULTIFACE POKES

Robocop II Poke 38765,0 (infinite lives)

Chase H.Q. II Poke 40482,0 (gives an infinite credits)

Thanks, Terry (The Geriatric Hacker) Scrivens. Chessington, Surrey KT9 1JZ

RENEGADE

Here's Allstar 'Hacker' Christie with some advice for anyone that wants to hack Renagade.
The advice is, on the screen, hold down the keys '1, Q, T, I O.' The border colour should flash. Choose your controls then when the game starts, push the same keys down and you should go on to the next level. This will work for all the levels. Then you can boast to your friends about completeing Renegade III. Alastair Christie, Dovercourt, Hardwich, Essex CO124TS

AFTER BURNER

Dear Hacking Squad, On After Burner, to perform a 360 degree roll, push joystick left or right and wiggle the joystick up and down quickly and viola 360 roll. From the red hot ninja poker,
Jody Armstrong, Pidley, Cambs, PE17 3DA

LOADSA TIPS

Dear Garth, Before I start my speech I would like to have this printed understood, or else I'll personally rip your head off and serve it a platter to George Michael (gasp!) Yep! I mean it! On this letter you'll find a pair of feet! Anyway, tips (that should get in the club!):
1 - On Fantasy World Dizzy you don't need to collect the bean from the shopkeeper, just pour the water on!
2 - Pressing 'Ed 209' on Robocop 2 doesn't work!
3 - On Hard Drivin' if you drive of the edge of the slanted curve on the stunt track you'll get to race the Phantom!
4 - If you send me 'Super Cars' game I'll will adore you! (you'll send me a badge as well saying I'm a member of the Hacking Squad or else I'll kick the S**T out of you!
5 - You and I are both loonies!
6 - I've been reading your mag since Megatape 13 (that's March 1989 issue!)
7 - Don't join the Computer Club, (I've got BRANE/BRAIN). The Game Wizard, Woodhall Spa, Lincs, LN10 6RB

TREASURE ISLAND DIZZY

Leigh Jackson sez: "On the title screen hold down the keys P,O and A, then press enter and hold down until the games starts. By pressing C to cheat you can make Dizzy disappear. Now use Z and X to select the screen you want to go to and press space to start on that screen!" Cheers Leigh, welcome to the squad!



Oo-er! Life's always a bit of suprise when you're on work experience. Take me for example. There I was, minding my own business and sudddenly I get drafted for work in the Squad. Great I thought. Believe me, life in the Squad is brutal, especially

NEW ZEALAND STORY

On the title screen type in "FLUFFY". The word 'cheat' should appear on the screen and now you have infinite lives. Also type "PHILLIP" for a bit of mega fire power and Enter to skip a level!!!..Cheers David for the fab tips.

SUPER SOCCER

(Double Hits 2)
During the game press down all the keys and you'll find that you skip the first half, if you do this again you will skip the end of the game or to the penalty shoot out if your score is

10TH FRAME (Six Of The Best 2)

If you play on kids mode, you will find that if you move your bowler two to the right and aimer one to the right, your bowl will be a strike all the time (If it doesn't work make sure that you are moving correctly and not over doing it!).. Colin Botha

ALTERED BEAST

Here's some red hot tips sent in by my man Andy Morris: When playing hold down all the keys and the border will go white, now you can load up any level you like.

BARBARIAN

All you have to do is to force your opponent into a corner and roll into him twice and kick him. Repeat this on all the men until you get to Drax.

XENON

Start the game and pause by pressing break, then hold down the keys TINY and press fire. You'll now be completely invincible...





with Captain Poke running around, barking orders at me whilst the self-styled General Garth lounges around in his high backed, swivel executive chair. Ho hum, work experience is hard work - but not nearly as hard as a tour of duty on....The HACKING SQUAD!

SAM COUPE CHEATS

SAM STRIKES OUT FUTUREBALL DEFENDERS OF THE EARTH (Coup only cheats dudes!)

William Stephens sent us a cheat for that ever-so-excellent Sam games Sam Strikes Out, from the first screen go as far left as possible until you come to a screen with a green alien in and a brown floor and a brown platform above you. Go to the far left of that screen then jump and press F9 at the same time. Sam will turn upside down, you'll get a permanent shield and an infinite everything. If you press return you will go on to the next screen; and for the other game on the pack , Future Ball, enter your name as "happy" and you can go on to the top challenge straight away. For Sam Defenders of the Earth, enter your name as ".... DAB" and you will get infinite energy, but you will still die in the water. Cheeeers Williah.....

BARBARIAN I

Evan Brunten from Leven, Fife has sent a fab tip for that classic game Barberian part 1:

1. Get the enemy into the corner and keep rolling into him for a couple of times then get up and kick him. Repeat this until he's dead.
2. Roll into him again (but not into the corner) then strike him with the joystick control s up and fire. This should work for a few levels.
3. Get on the right hand side of him. This should make it easier for you to take his head off. Cheers Evan.

ROLLING THUNDER

Select Sinclair joystick and slowly type in JIMBO (you'll hear a beep). Now select what you want and you'll be invincible when you start the game.

CYBERNOID

For infinite life, redefine your keys as Y,X,E and S. Taaaa Andy....

GAUNTLET

Press down symbol shift and you will be able to go through walls.

SHADOW WARRIORS

Here's a a totally amazing cheat for Shadow Warriors on the speccy, it is a multiface poke:
51871,255
It gives you almost infinite credits. Thanks to B. Rothwell from Hailsham, Sussex

MIDNIGHT RESISTANCE

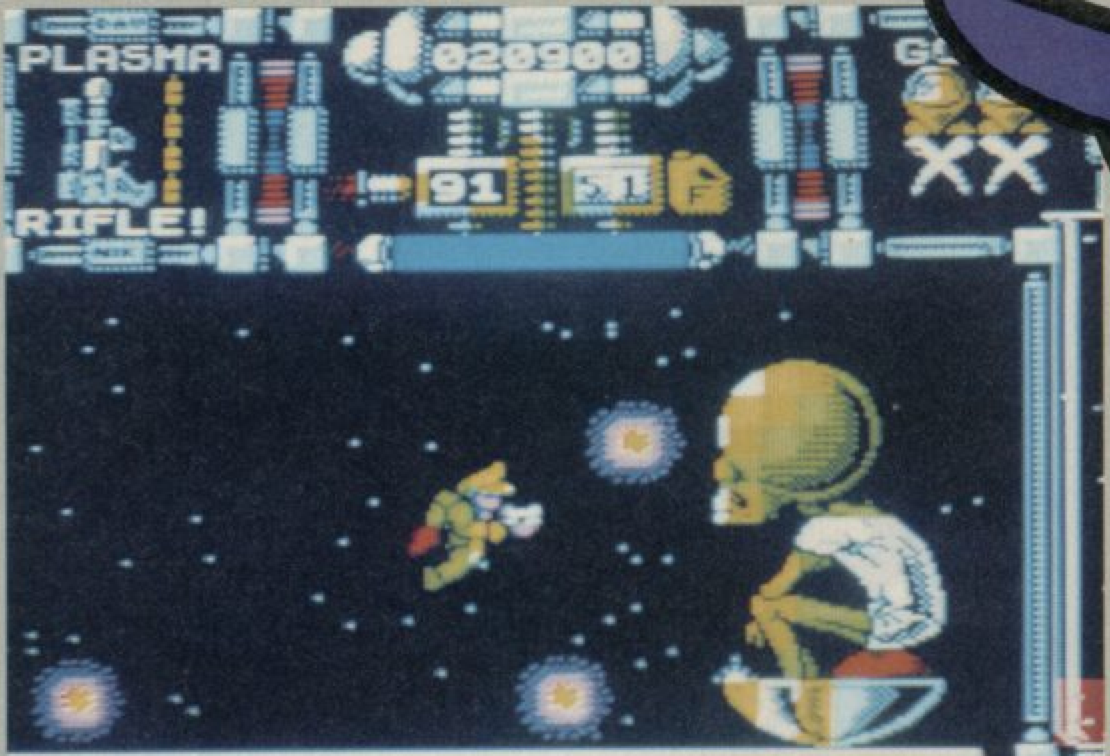
Here's a little tip on Midnight Resistance :- To get past the tank at the very end of level two without losing any lives, jump onto the platform in the top left hand corner and keep firing the shower bombs (if you have them) and after a few seconds have gone by, the screen will suddenly scroll up, which means that you have destroyed it. The three way gun and the shower bombs are the best to use in the game. Cheers Ben.

DOMINATOR

Hold down 'BNM.' when you press K the cheat mode will activate. If you want to stop this press K again and you'll be back to normal. This cheat will allow you to go through anything (including baddies and baddies' bullets)



HAC



SQ

BATMAN THE MOVIE

On level one of Batman (the movie), when you come to the part with six acid drops, just kneel down and the drops will stop. Our thanks to Mark McGowan.

DAN DARE 3

Here's a cheat for Dan Dare 3. If you are running low on lives and dough, go into the store and waste all your ammo and the computer will give you over 4000 bucks. Pretty rad eh. Over and Out from the hard man David Melburn.

RICK DANGEROUS II

Here's a jolly good cheat for Rick Dangerous II sent in by Paul Backhouse. If you have a multiface then go to address 35165 and enter poke 0 for infinite lives.

Bilal Evans has sent us the following nifty fab cheats: EXOLON

All you have to do is to is redefine your keys as ZOBRA for infinite lives.

CABAL

All you have to do is type in PROLLO to go to the next screen.

AMC When you have to enter your name, type CREEP for infinite lives and immunity.

TURBO BOAT SIM

Just pause the game and press T to go to the next level. Cheers Bilal Evans for sending that lot. Welcome to the Squad! Your hacking pack is on its way.

POWERBOAT SIMULATOR

John Cothlier and David Copeland discovered a cheat mode for Powerboat Simulator. Here's what they did: Press 'ENTER' to pause the game. Press '5, 6, 7, 8, 9, p' at the same time. Finally, press 'ENTER' again to unpause the game. And there you have it folks. Infinite lives. So easy, even Wayne Smedley could manage it. Ta lots David and John.

NARC

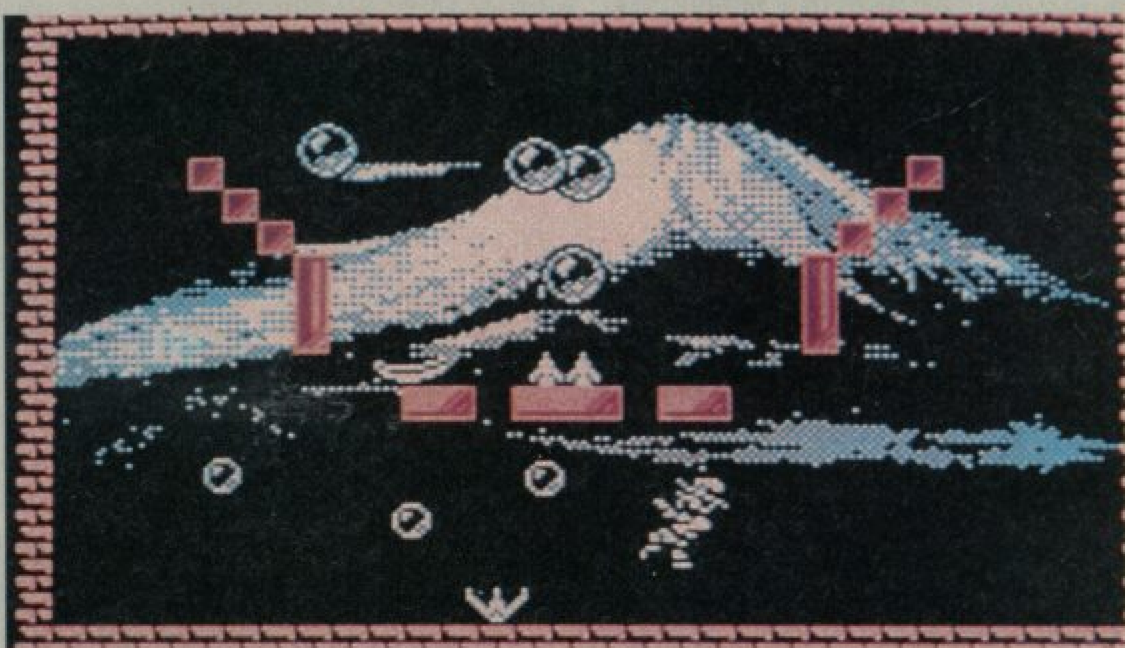
Scott Cosgrove has sent us a totally rad cheat for NARC. define your keys as G, R, U, T, S, after that you can put in anything for jump etc. If you have done it right, it should say 'Hello Cheeky' under the word Narc and over the word player I controls, then choose your real controls. Load up the game as normal. G, R, U, T, S gives you infinite lives. Cheers Scott the hard man.

MARIO BROS

Once you have started, press BREAK to skip a screen.

PANG

Andrew Naylor from Beaston, Nottingham reckons that his got this mega PANG cheat in which he and his mate discovered accidentally. What you do is this: On level one or any other 'un go to the right hand side and hold down right so that you can see the eyes, press 'H' and it should pause. Keep your finger on it or keep pressing the 'H' key until the music stops. The

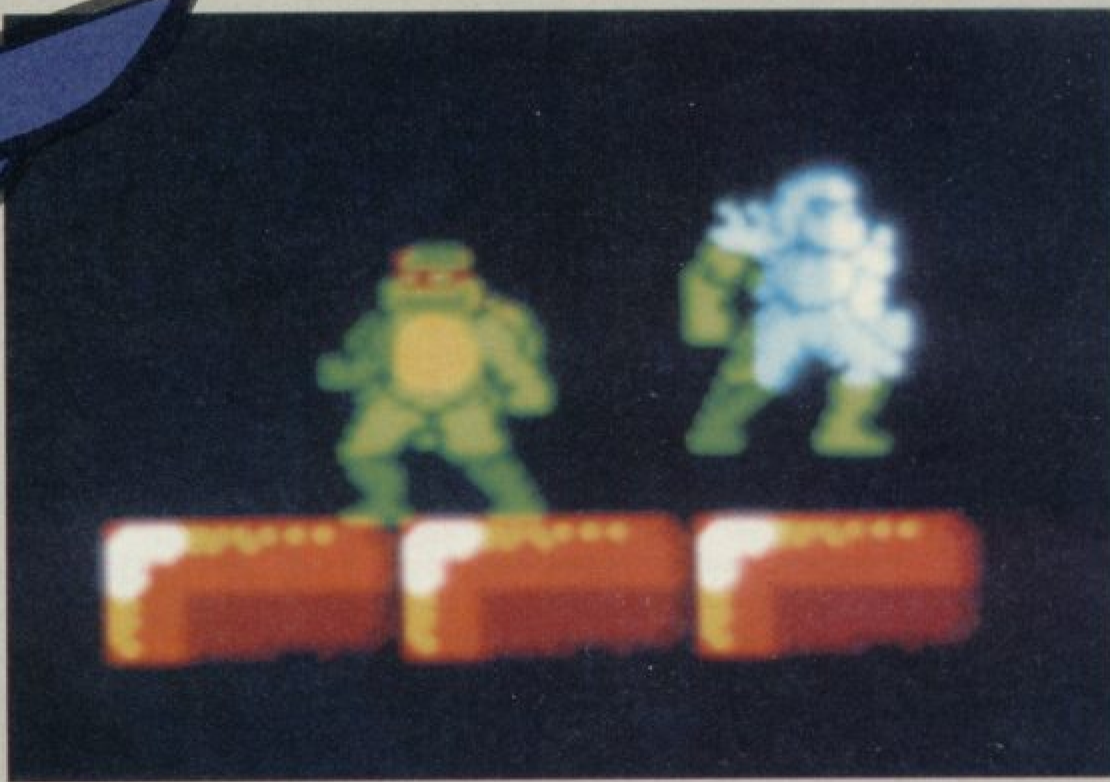


POKE CORNER

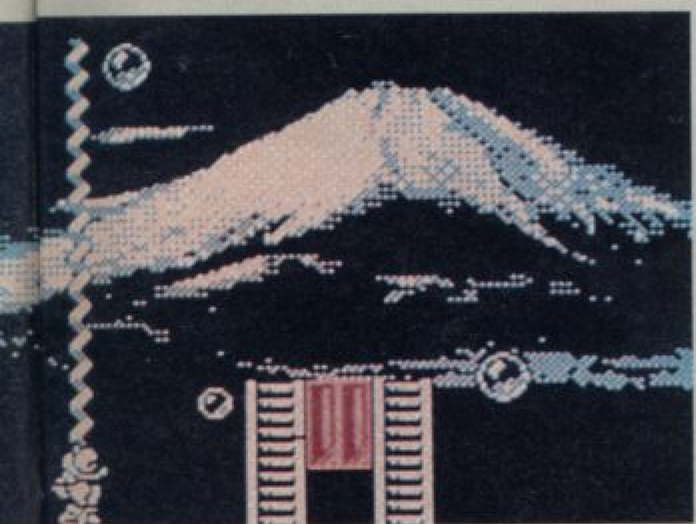
Well look who's droped a line! Jim Cantrell from Chesterfield, Derbyshire who has been taking SU Mag for over 3 years and has now suddenly found a few Pokes that have not been published. He knows because he actually found them himself.

PETE'S PIMPLE	
Lives	49665,0
TOM THUG	
Lives	47195,0
RUBBISH MAN	
Lives	47128,0
ANFRACTUS	
Lives	31729,0
COLLOSEUM	48529,183
DEATHZONE	59202,0
SWEEVO'S WORLD	
Lives	33122,183
ALIEN EVOLUTION	
Lives	58228,0
COMBAT SCHOOL 128	37094,0
Time Off	37094,53
Time On	37764,201
CHUBBY GRISTLE	
Lives	29851,0
KNIGHT THYME	27129,195
Energy	27130,59
Time	27131,106
SPELLBOUND	35101,195
Energy	35102,59
Time	35103,106





screen should stay still for a while until it goes to the end of the screen with the picture of the guy with a gun (there's two when it's a two player game) then you're on to the next level. The cheat always works when you don't hear the music, but it's harder to tell in a two player game. If it takes a while for the cheat to work, don't worry. It'll still work, just keep pressing 'H' and if you're lucky, sometimes it gives ya loads and loads of lives, but the case with player two. Cheers Andrew for the brill discovery - oh and welcome to the club.



TURTLES

Now a whole bunch of tips and cheats for TMH Turtles. Press (when playing) the left hand side of the keyboard a couple of times for infinite energy. To get rid of cheat mode press again.
Spencer Lawrence, Treboeth, Swansea, W. Glamorgan SA5 7HW

Dear SU, To obtain infinite energy on TMH Turtles, simply press the keys '1, 2, 3, A, X, C, V' and the cursor that points right and bingo, infinite energy.
Tim Rowson, Acocks Green B'ham B276QG

Dear H.S. When you are playing Teenage Mutant Hero Turtles, press down all the keys (while in the game) to have infinite energy. Remember you can still die by falling off the rooftops on level three.
Barry Lynn, Craigavon, Co, Armagh, N. Ireland BT65 5HZ

To have infinite energy, go into one of the sewers and press down the left hand side of the keyboard.
James Tuffin, Clacton-On-Sea, Essex CO154DX

TECHNODROME LEVEL OF TMHTurtles

On the end of level guardian for the technodrome, if you stand where the cross is, the bullets from the eye cannot get you, and when you have to fight Shedder don't jump after him, just stand on the ledge and when he comes near you shoot him. Repeat this until he dies.

BATMAN - THE MOVIE

This tip from Simon 'Hacker' Gould of Warrington is for the latest version of Batman - The Movie. What you must do is to load the game in the usual manner and then press A, W, S. You should hear a beep which means that you've now got infinite lives. Talk about a Bat Utility Belt(er) or what?

ROBOCOP II

Good ol' Simon Gould, Mr Active Hacker himself came up with this arresting little cheat. During the game, hold down GTI and you will advance a level. Simple or what?

MIDNIGHT RESISTANCE

Fight your way to the weaponry shop and when you get there choose the fire gun. Now, hold down fire and jump up to get the weapon to the right. You now have 999 fireball shots.



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TURRICAN 2 SOLAR JETMAN
SNAKE, RATTLE 'N' ROLL
PRO TENNIS TOUR 2



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EXTERMINATOR COIN-OP
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CONSOLES GALORE!!

SWITCHBLADE

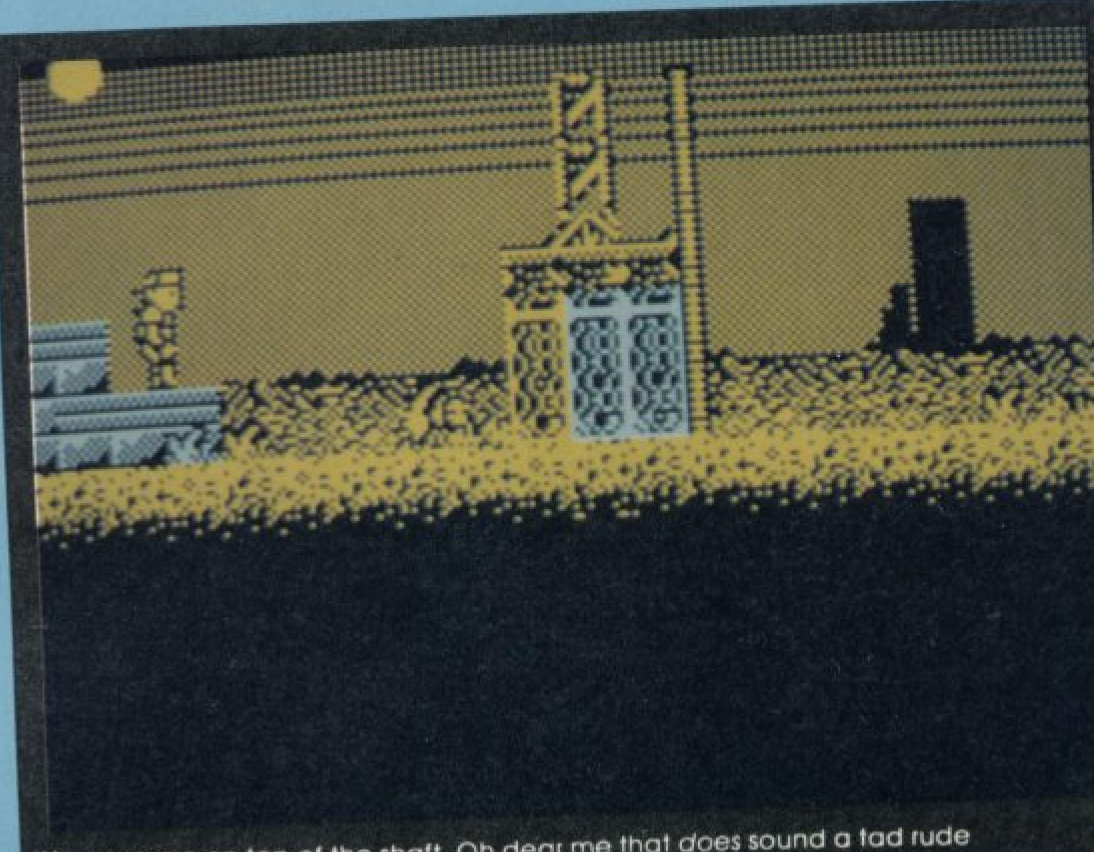
On the cyber world of Thraxx, chaos has returned. It's always the same, isn't it, just when you subjugate a galactic empire and impose the rule of law across the interstellar spacelanes, things start going wrong.

In Switchblade, the chaos takes the form of the evil warrior Havok, who has exterminated the Bladeknights and shattered the ancient Fireblade into sixteen fragments (doesn't it ever occur to these warriors, wizards and heroes to invest in less shatterable weapons?)

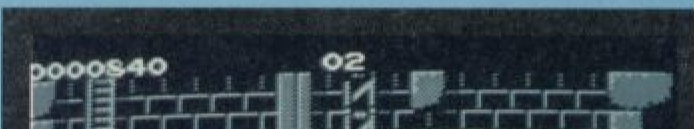
Your quest, as the last remaining Bladeknight, Hiro, is to explore the labyrinth of the Undercity, reassemble the Fireblade and use it to defeat Havok. You start off armed with a reprogrammable Cyberarm (with all sorts of attachment like a bottle-opener, nailfile and so on), and must pick up extra weapons as you proceed.

Switchblade is described as a "self-mapping" arcade adventure - all this means is that the display doesn't show you parts of the play area until you have entered them, but once revealed they remain on screen.

You start off on the surface of the planet, an annoying yellow-on-yellow colourscheme, but soon plunge into the stark monochrome world of the undercity. The flip-screen effect between scenes is very smooth, but the characters are very small and not particularly detailed, which makes for a rather cluttered and confusing display.



Here we are on top of the shaft. Oh dear me that *does* sound a tad rude



Twenty million hours of sweat and still no Fireblade.!

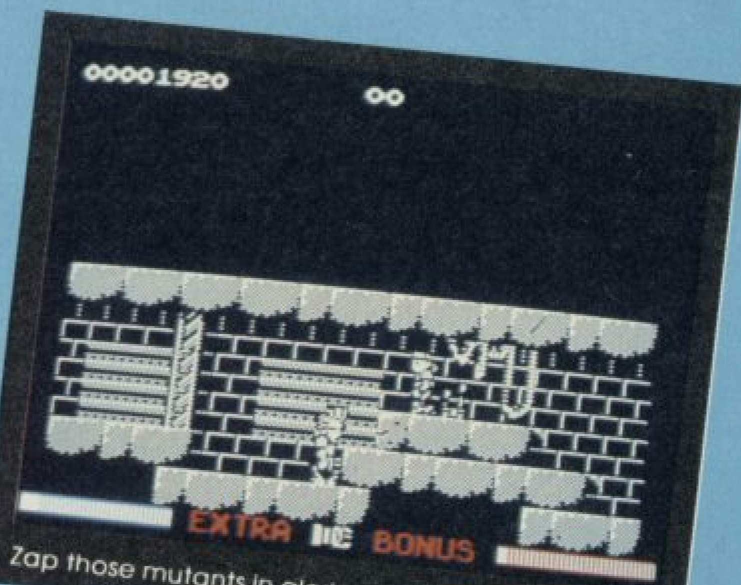
The challenge is a combination of arcade skill - finding your way around various platforms and walkways, climbing ladders, demolishing blocks, leaping over gaps - and combat action as you fight off monsters. The baddies include reptilons, scorpoids, flamehogs, kobras, and bonus monsters such as the Spikelouse, Cybat and Roborganism. To fight them you have your bare hands and feet to begin with, and as you find weapons icons, more destructive armaments like blades, scorchballs, darts, spinblades and needle bolts.

To fight, you hold down the fire button until Hiro's power bar rises to its maximum, then release the button to strike. You can strike high or low, depending on the position of the joystick.

Bonus points can be accumulated by smashing flasks, catching orbs and collecting bonus letters (what is this, an intergalactic pinball game?).

There are apparently 128 screens in all, but I managed to get fairly deep into the game without finding too much in the way of excitement or variation.

Despite good music and competent programming, there just isn't enough originality or striking novelty on Switchblade to make it rise above the ocean of other similar arcade adventures. Hard to recommend.



Zap those mutants in glorious black and white.

scores

GRAPHICS	73
SOUND	83
PLAYABILITY	60
LASTABILITY	58
OVERALL	69%

Chris Jenkins

It's obvious that a good deal of time and effort has gone into Switchblade, but there isn't enough originality to make it worth all the effort

LABEL: Gremlin Graphics

MEMORY: 48K/128K

CASS £10.99

DISK £14.99

PROGRAM BY: Jeff Calder

RELEASE: Now



Garth's comment: *I actually quite liked Switchblade but must agree that after a short time it becomes apparent how little variety there is in it.*

Review

LABEL:
Disney Software

MEMORY:
48/128K

TAPE:
£10.99

DISK:
£14.99

PROGRAM BY:
Hervé Trisson

LEVELS
5

NO OF LOADS
4

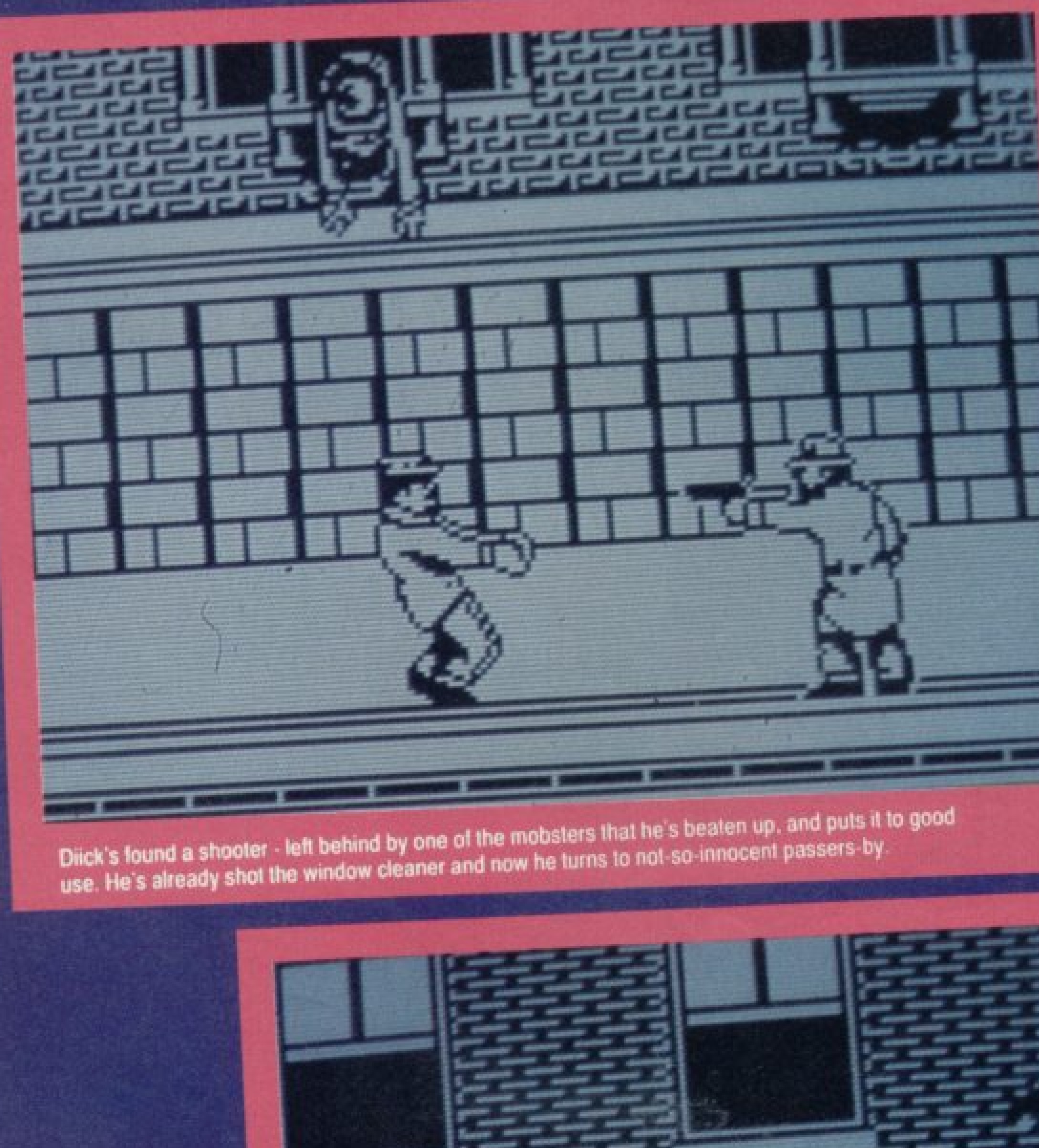
DICK TRACY

Dick isn't too good a name to have. Most people these days who shorten Richard seem to prefer Rick or Rich. I suppose life could be too violent if everyone shouted out, "Hey, Dick!"

But not so if your name happens to be Dick Tracy. America's No 1 fictional detective has already been seen in this country on garish celluloid as Warren Beatty brought the character to life in the film version. Now, it's the time of the computer game and it's almost as hard as the man himself.

You are Dick (phwoor!), and you must clear all the gangsters from the streets. A task that you might relish but one that certainly won't be too easy.

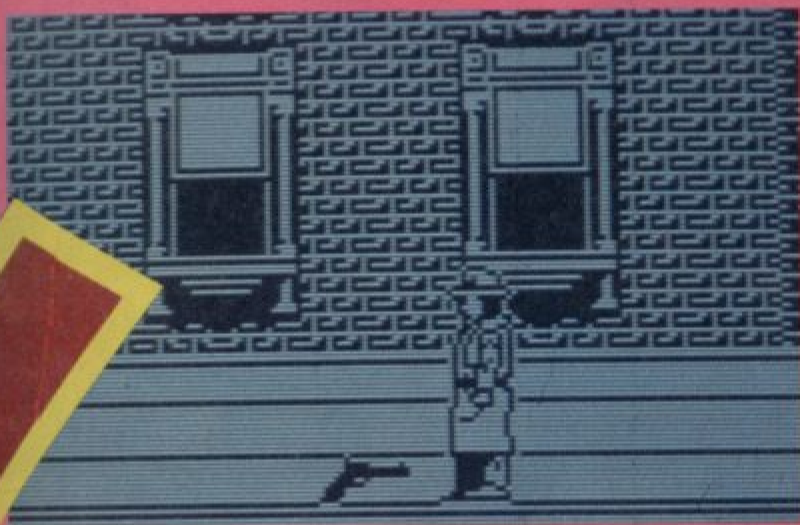
The game has a servere case of the scrolls (Aaaargh!)



Diick's found a shooter - left behind by one of the mobsters that he's beaten up, and puts it to good use. He's already shot the window cleaner and now he turns to not-so-innocent passers-by.



Here's Dick suffering from delusions of grandeur. As he leaps up to shoot diagonally at yet another window cleaner, he suddenly finds out why Robocop is made of metal. Dick's taken out here by a well aimed, soapy watered chameois leather.



"Oh I'm leaning on lamp-post, on the corner of the street, in case a certain.........



...little mobster walks by. Oh me, Oh my. I've just shot the bugger right in the eye"





Review

and Dick must fight, shoot and leap his way from left to right, overcoat tails flying out behind him until he has made the streets safe for the good people of America (what BOTH of them?)

You begin with no weapons but after beating up a few of the thugs, one of them will drop a gun. Once Dick has picked this up, the odds turn in his favour.

The end of each level is marked by the appearance of the end of level boss. And be sure, they're the boss 'cos they've always got a bigger weapon that you have (fnar!)

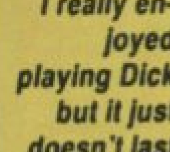
Good graphics and a good gameplay however, dc not hide the fact that Dick Tracy is far too easy - it's even possible to load in any one of the four.





Andera's comment:

I really enjoyed playing Dick but it just doesn't last long enough.



Chris's comment

It's a pity that Dick isn't a bit harder - it could've been a great game but it's far too easy to complete.

scores

GRAPHICS	89
SOUND	78
PLAYABILITY	90
LASTABILITY	58
OVERALL	78%

Garth Sumpter

Great game, great graphics but definately a game for those who like to finish a game quickly. It's just TOO easy.

Review

ARNIE FAX

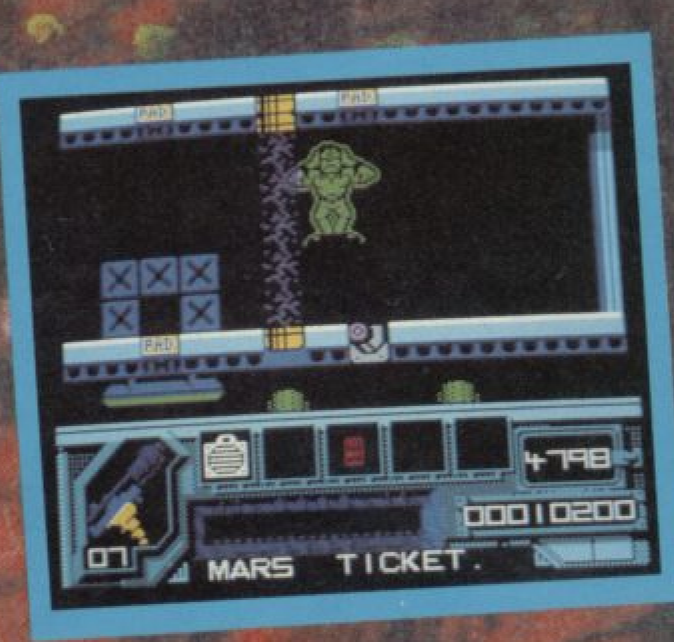
One of last year's biggest movie hits, Total Recall has just appeared on video. The film is based (ever so loosely) on the book We Can Remember It For You Wholesale, by Philip K Dick - who also wrote Do Androids Dream of Electric Sheep, on which was based the movie Blade Runner.

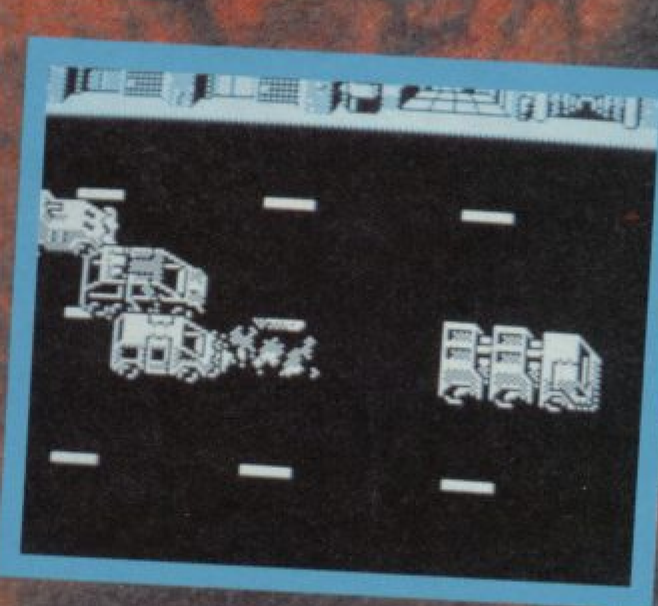


ISU GOLD



What's this? It's a SAM screenshot, that's what!





TOT REC

How do you do justice to the biggest, most expensive, most explosive film ever? How do you squeeze Arnold Schwarzenegger into a Spectrum? How do you get an entire planet, a megacorporation, a band of mutants, lots of explosions and a Martian colony onto a cassette? I dunno.

Somehow, ace programmers James Higgins, Simon Butler and Warren Lancashire have done the business for Total Recall.

In the movie, futuristic construction worker Doug Quaid goes to a Total Recall shop to experience an electronically-induced fantasy of a Martian holiday. But the treatment revives his hidden memories of his life as a secret agent on Mars, and he travels there on a quest to recover his real identity. This involves an enormous amount of shooting, chasing, exploding, mutating and mutilating, and you'll be pleased to hear that all this action is preserved in the game.

The graphics look GREAT - better even than the preview graphics we saw a couple of months ago (they've been completely revised since then). The corridors of the Martian colony are full of walkways, platforms, huge rotating fans, pressure pads, crevasses, bubbling lava, flashing danger signs, objects to collect and hidden deathtraps.

The Quaid sprite is great - stocky, muscular and well-animated - and the Corporation thugs who bar his way crumple satisfyingly when you thump them or shoot them. An even better effect is when you get killed, as your body decompresses and explodes messily into bits of gloppy splat... yuck.

You start off in an Earth habitat armed with your fists and a gun; an indicator on the bottom of the screen shows you which is currently selected (you change by holding down the fire button and moving the joystick down). You have ten bullets to start with, but more can be found along the way.

You also have to collect five objects including a briefcase, identity card and so on; these are shown in windows as you pick them up. There's also a score display and a timer.

Arrows point your way through the maze of walkways, indicating the direction in which elevator platforms will move. But it's not this simple; energy barriers bar your way, and these have to be deactivated by kicking switches. The tricky bit is that having passed one barrier you sometimes have to go back to kick the switch again, to de-activate a later hazard; and if you're not careful you can trap yourself between an energy barrier and a wall, with a life-threatening shock

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TELL IT TO GARTH

ACE EDITOR

Dear Garth, I am writing to you to tell you of my disgust and sincere hatred of Jim Douglas (the stupid old ed). I was looking through my mates copy of ACE and who's name should I come across in the reviews section, twice!, Mr charisma himself, Jim Douglas. I then turned to the front of the mag with all the names of the staff and underneath the Ed's name it said, Assistant Editor - Jim Douglas (bleeuurrghh, puke, vomit). Don't you laugh either Garth because you're not off the hook either. You also betrayed S.U 'cos YOUR name was in it as well. I thought I could trust you but oh no siree! Apart from those major problems your mag is wonderful and better than other crap Speccy mags. So I expect you do something about these major problems now, or your cavalier will have a (wait for it) flat tyre!
PS Turrican's crap and so is New York Warriors, St dragon and Pang.
PPS I wouldn't really be slack on you and let down your tyre, I'm a quite sort of chap who keeps himself to himself.....
Andrew Naylor, Beeston Rylands, Nottinham NG9 1NG

- *Right Mr Naylor - first off, Mr Douglas is no traitor. Jim was writing for SU while you were still peeing into nappies. Jim joined the mag and worked his way up to Editor over the four years that he was on the mag. He went to ACE to utilise and build upon the skills that he developed on SU. Four years is a long time on a magazine - we're all thankful that he spent them on SU. As for me, yes I do write a column in ACE. You should read it - it's all about Spectrums and how good they are!*

SLIPPED DISKS

Dear Garth, I've got a Spectrum +3 and I was in my local Newsagent the other day looking at various computer mags, when I suddenly just happened to come across YS. There was a section on the Spectrum +3 128K and it said that the company that supplied this computer wasn't making anymore disks for the +3. Shock! Horror! Almost a heart-failure, but not quite. Could this be true? or was it just YS being totally incompetent again. Garth tell me it's not true otherwise I'll take brutal action for YS having this heart-breaking information before you.
Ross Lawrence Wethersfield, Essex CM7 4EM

- *Ha! This is a tricky area. It's very difficult to get a Yes or No answer from anyone actually concerned - as soon as you ask someone a direct question they tend to stick their heads up their bottoms. Truth is though, that whatever the situation, our wonderful mail order people always seem to able to get their hands on whatever people want.*



PROGAMS, PROGRAMS

Dear Garth, I think SU is a great magazine. It is a lot better than
Y* or C****. The Six of the Best tapes are brilliant (keep 'em
going). Could you answer my following questions?
1)I'm very interested in programming and would like to get a
book on machine code programming but I cannot find one in
any decent book shop. Do you know anywhere I can get one?
2) Is Darius out yet? If so why haven't you reviewed it?
3) We haven't had many posters recently, could you put them in
more often?
4) Is it possible to have a programming page?
5) I can't get my computer (a +2) to work with sound. I've tried returning it but that doesn't work. Can you think of an answer?
6) In issue 106 I got excited when I saw £2.00 off vouchers for
PANG. Then I got very depressed when I found out it ran out on
November the 18th.
a) Why was this so early? b) Was it a misprint? c) If not how were
we meant to use it? (perhaps you should send me a free copy for
your mistake!!)
PS Make sure SU lasts for eternity.
PPS Your reviews are very reliable.
PPPS The access code to Navy Moves Part II is 63723.
James Bosson, Staffordshire ST216AR

- *Well, I just might be able to squeeze in a reply here.. or not. We'll be covering tech bits, including programming, next month. And I'll be sending you a copy of Pang in the post.*

THE LIST GOES ON AND ON....

Dear Garth, Why haven't you got any program pages any more, I know that you has a page called 'Program Printout', but for some daft reason why you got rid of it. Another reason why you should bring in these pages, is that Sinclair User will soon be nicked-named Sinclair games! Anyway why oh why didn't you print my two letters, on Hacking Squad?. By the way, SU is wicked.
PS If you don't print this letter I will send Sinclair germs round to your offices - (by the way the germs blows up all Sinclair models, and are incredible!).
Adam Hutchins, Pitsea, Basildon, Essex SS13 3LA.

- *We don't have program listings 'cos they're essentially crap! Any programs worth having are put onto the tape for your convinience.*

HAND JOB

Dear Garth, how the heck do you get past the clutching hand in Where Time Stood Still?. I've had this games for yonks, but I can't get past the clutching hand. Help me Garth, you're my last hope!.
PS Here's a rad poem about SU.

SU, is totally rad
It makes Your Sinclair look very bad.
The readers of Crash,
Have all been had,
But the readers of SU,
Are definitely not mad!
Robert Fellows, Penn, Wolverhampton WV44AX



TURTLE RECOIL.

Dear Garth. Why on earth did you give T.M.H.T a classic?. It's boring, rubbish and so easy to complete even a two year old could do it. I completed it within one hour of buying it and am amazed that I shelled out thirteen quid to get it. Get your act together Garth or you could end up looking worse than my mates dad!

P.S. If you don't print this, I won't read it, so there!

James Tagett, Deddinton, Oxfordshire OX5 4RT

- *There's every reason why Turtles should've had the classic. It's graphically rather good, with full colour and little clash. The Spectrum version was overseen by Probe and carried out by Nick Brutey and Dave Perry - all of whom have a very good pedigree - and in fact, have produced a good game. (It is a bit easy though - if you're a Hacker!)*

DECISION DILEMA

Dear Garth, I am currently deciding upon which Spectrum magazine to buy on a regular basis. It will either be Sinclair User or Crash - it's a close race but the cassettes sold with the magazine will make up my mind. Tapes from both magazines have proven to be both faulty. Crash, as well as having better cassette details and clearly indicated controls. They also have a tape clinic for faulty tapes (shown on the contents page). I have not seen the same service in Sinclair User. What is the process about dealing with faulty tapes?. At present, Crash is preferred.

PS Bribes accepted.

Stephen Graham, Stamford, Lincs PE9 1SW

- *It's always tricky to make sure that all tapes work perfectly especially as we duplicate sooo many of them (over 80,000 in fact). We have had no third party tape returns company for the last few issues so that we could monitor the amount of returns that came into our office and deal with them at source. This now having been done, we're now much better able to provide a def service for you as we always get returns but they constitute a tiny percentage and will all be dealt with as promptly as possible. As to bribes, no need - if you've got any sense you'll get the best - Sinclair User.*

PLAY IT SAM

Dear Garth, though you might be the best person to ask at S.U as you seem to know a lot. Why doesn't S.U have anything on the Sam Coupé. Surely it's a great machine and could do with its own page. I am sure there are lots of Sam Coupé owners who own both a Spectrum and a Sam and over the past year other magazines have their own page on Coupé while S.U seem to exclude the Sam. Is there any reason for this?. As a proud Sam Coupé owner I would like to see a page on the Sam. Is there any chance this might happen?

David Diamond, Forest Hill, London, SE.23 3XE

- *Nothing on the Coupé? Who was the very first mag to give you a Coupé program on the cover tape? And as, you can see, we've done a complete round-up of Sam games in this issue and we'll be keeping you up to date now that software for the Coupé is begining to gather some momentum. Okay dude?*

SUCK UP FOR SOFTWARE

Dear Garth, I have written this letter to suck up to Ocean because I think their games are so yummy. Oh beautiful Ocean, you're games are so juicy, I have to get a straw and suck all the juice out of them. Oh I just love you guys at Ocean, hold on while I get a golden straw ah. Right! Slurp! Slurp! Slurp! Slurp!.. Oh all you games are gorgeous. I just love them, why I love them so much I take them to bed with me, Slurp! Slurp! Slurp! Suck! Suck! Suck!.. Oh dear I'm getting out of breath doing all this slurping and I've almost ran out of saliva, so I better go, bye, bye sexy Ocean.

PS I have enclosed a straw just in case you want to suck up to someone.

Robert Baker, Cambuslang, Glasgow G72 8QL

- *Okay, so I rang up Ocean and told them how much you'd sucked up for software. They think you're completely pathetic, so they've sent me a couple of games to pass on to you.*
- *If anyone else out there wants some free software, why don't you drop a line giving some damn good reasons why you should have something for nothing (the more over the top the better) to: Suck Up For Software, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU*

Dear Garth, I am 12 years old, and live in London. About 3 years ago, just before my mum died, my parents bought me a computer for Christmas. I have a few games, but when my mum died my dad was left to look after my brother and two sisters by himself, so as you can guess there was not enough money to buy me games for my computer, but I didn't mind because we needed the money for food. Now something else terrible has happened and my dad has been made redundent from his job, and we just don't know how we are going to manage.

At the moment I am very deppressed, and don't know what to do, I was wondering if you could send me some software for my computer to chear me up, I would be very grateful, and would let my brother and sisters play them as well.

Daniel Stevens, Forest Hill, London.

- *Your letter had Andrea crying buckets, but then she has been a bit emotional lately, (I think it's the time of decade!) Anyway, she's sold one of her collection of prehistoric monsters so she'll be sending some games to you post haste. Don't worry - Suck Up For Software is here to help!*

SINCLAIR USER READER SURVEY COMPETITION

Just fill in the questionnaire below and send it in to Sinclair User at the address below and you could win £100 worth of software. Yes, the first one pulled out of the bag by our great leader Garth will receive a nice package of goodies, so don't delay.

Name: .... Address: ....

1. How old are you?
- 9 or Under ☐
- 10 — 12 ☐
- 13 — 15 ☐
- 16 + ☐

2. Sex
Male ☐ Female ☐

3. What machine do you own?
- Spectrum ☐
- Amstrad ☐
- C64 ☐
- Atari St ☐
- Amiga ☐
- Console ☐

4. How long have you owned your Spectrum?
- Since X'mas ☐
- Less than 1 yr ☐
- 1 — 2 yrs ☐
- 2 — 3 yrs ☐
- 3 — 4 yrs ☐
- 4+ over ☐

5. Will you buy another machine in the next 12 months? If yes which machine will you buy?
- Another Spectrum ☐
- C64 ☐
- Atari ST ☐
- Amiga ☐
- Amstrad Console ☐
- Sega ☐
- Nintendo ☐
- Sam Coupe ☐

6. How much do you spend on computer games a month?
- up to £5 ☐
- £ 6 — £10 ☐
- £11 — £15 ☐
- £16 — £20 ☐
- Over £21 ☐

7. Which games do you prefer to buy?
- Film Licenses ☐
- Shoot em up ☐
- Platform ☐
- Arcade Conversions ☐
- Sports Games ☐
- Simulations ☐
- Adventures ☐

8. What is your all-time favourite game? ______________________

9. How long have you been reading S.U.?
- Since X'mas ☐
- Less than 1 year ☐
- 1 to 2 years ☐
- 2 to 3 years ☐
- 3 to 4 years ☐
- over 4 years ☐

10. How often do you buy S.U.?
- every issue ☐
- every 2 months ☐
- occasionally ☐

11. How many people read your copy?
- 1 ☐
- 2 ☐
- 3 ☐
- 4 ☐
- 5 ☐

12. What other mags do you buy?
- Crash ☐
- Y.S. ☐
- C&VG ☐
- Ace ☐
- Other ☐

13. How often do you buy them?
- every month ☐
- every 2 months ☐
- occasionally ☐

14. Which is your favourite magazine? ______________________

15. Rate the following section out of 10:
- Connect section ☐
- Hacking Squad ☐
- Free tapes ☐
- Competitions ☐
- Check Out ☐
- Letters ☐
- Reviews ☐
- Covers ☐
- Coin Ops ☐
- Coupons ☐
- Charts ☐

16. What interests do you have outside computer games?
- Football ☐
- Other Sports ☐
- Reading ☐
- Videos/Cinemas ☐
- Music ☐
- Board Games ☐
- Other ☐

17. What improvements would you like to see in S.U.? ______________________

Send to: **S.U. Reader Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**



SUPER SCRIBE

DEVIL IN THE DEEP BLUE OCEAN

Dear Garth, I've wrote this letter to tell you that Ocean's standards are slipping at a remarkable rate. ROBOCOP 2 was disgraceful.

Here are my ratings.

GRAPHICS 91%
SOUND 87%
PLAYABILITY 42%
LASTABILITY 77%
OVERALL 39%

Chase HQ 2 was also a bit of a mess but is very playable. Here are my ratings:

GRAPHICS 69%
SOUND 57%
PLAYABILITY 81%
LASTABILITY 77
OVERALL 78%

But Ocean's games aren't all bad. Here are list of my favourite Ocean games and their overall ratings.

1) N.A.R.C 98%
2) PANG 91%
3) SHADOW WARRIORS 89%
4) ROBOCOP 79%
5) CHASE HQ 94%
6) CHASE HQ 2 78%
7) MIDNIGHT RESISTANCE 75%
8) OP WOLF 86%
9) OP THUNDERBOLT 89%
10) ROBOCOP 2 39%

David Witham, Blackrod, Bolton BL6 5DL

• *So what's wrong with Robocop II? Low playability? Never! left, right, up, down - it's easy! And you give everything else over 70%. There's just no pleasing some people. I like your Top Ten Ocean games list. Have a game and a badge and let's see some more lists - If you want YOUR list of favourites printed with your photograph, then just send a colour photo of your weasel-like features with your list to us and mark your envelope, LISTINGS, SU, Priory Court, Farringdon Lane, London, EC1R 3AU. There'll be a prize for the most stupid listing!*

LEVEL HEADED

Dear SU, I have a good suggestion to make about your reviews. You should add if the computer game loads all the level at once or loads level after level and if you fail you have to load the 1st level again. Here are my top 5 games:-

1) Turtles
2) Turbo Challenge
3) Robocop 2
4) Gremlins 2
5) Midnight Resistance

Robocop 2 is hard but a brilliant game and Garth was exact with 91%. The only game I disagree with is Shadow Of The Beast. Here is my review.

Graphics 90%
Sound 90%
Playability 40%
Lastability 45%
Overall 66%

PS Some people do exaggerate so don't feel sad just be bad.

Allan Cameron, Tilliconitry, Clacks Scotland

CHASE WASTER

Dear SU, Chase HQ 2 is a waste of money. Chase HQ was a gem but its sequel stands no chance. The sound is like nothing and the minute graphics are a real let down compared to Chase HQ. The scrolling is jerky and the speed is like a Skoda in reverse! (That bad huh? -Ed). The shooting is hopeless. By the time the little bloke has a chance to stand up out of the roof, the target has disappeared. The only positive points about the game are the still drawings. My marks would have been:

Graphics 50%
Sound 40%
Lastability 30%
Playability 30%
Overall 40%

Ocean has proved it can make mistakes.
PS Why do you never print multiface pokes?
Steven Wilson, Preston, Lancs. PR2 6YE

• *We do, in fact print multiface pokes but we prefer to put them onto the tape so that everyone can use them and not just the lucky people with Multifaces. But just for you, here's a Multiface poke for GUTZ that appeared on Six of the Best last iss. 38915,62 for lives. Okay bud?*

YOUR MOVE CREEP!

Dear SU, I would like to complain about the review in issue 107 (Jan. 1991) of ROBOCOP 2. The review is far too short for such a brilliant film conversion. There was no sign of the fact that Robo can at long last jump. And as for the faxbox; first of all you didn't say anything about the fact that you can buy it on + 3 disk. Secondly, these graphics deserve a lot more than 88% You gave the original ROBOCOP back in Jan 1989, 97% and ROBOCOP 2's graphics are three times better. Thirdly, 84% for all the mega Robo sound on the title screen. Fourthly, playability is worth more than 86%; you can jump, walk around and not only in one straight line like in Robocop 1. The fifth point is that lastability was about right, perhaps one or two more. (Hurrah! - Garth.) The sixth and final point is why on earth did you bring those turtles into it.

Really you must be off you rocker to write a review that was too short of the facts, as this or maybe you're taking NUKE (the main drug in Robocop2). I bought the game on December the sixth (which was before you demo or review)

P.S Please, please, please print this letter, I have always wanted to have something that I wrote in such an excellent mag as SU.
P.P.S My oldest copy of Sinclair User is ish 20 from November 1983, beat that anyone.
Alex Stoat, Westhill Drive, Mid Glam, CF7 8DX

• *Phew! There's a lot of stuff there so; firstly, the redesign of the review pages should cover all the points raised about information on the games reviewed. The socres for Robocop II, I think are fair marks - after all, you say that we didn't rate it high enough but Robo II did get an SU Classic. We don't give this award away to anything but the best.*

THE Write Stuff.

So, it's easy to be a reviewer eh? You think that you can just play a game and then give it the right scores? Well we happen to think that we get it right. So if you think that we don't then let us know. If you show us you're made of the Write Stuff then we'll send you £50's worth of software. Strut your stuff to: The Write Stuff, SU, Priory Court, Farringdon Lane, London EC1R 3AU.

TO 'D' OR NOT TO 'D'

Dear SU. I own a Speccy +2 with a PLUS D and DISC DRIVE thingamajig stuck in the back so I can load my games faster than you HA! HA!. Back to the point, I have heard there is a Disciple users group called "INDUE". You don't by any chance know their address? Tell me please. Also is any Software house ever going to produce software for the Plus D as I'm sure it would do well if they did, even if the games were a little more expensive which comes to another thing. Why are computer game so expensive? You used to be able to get a good full price game for 8 or 9 pounds but now they are 11 or 12 pounds. If they were cheaper more people would buy them. Could you please find a cheat for Black Tiger as I'm stuck on level 2.

PS. SU is utterly cool.
PPS. Where can I get a copy of "The Rocky Horror T.V. Show".
PPPS. What is the record number of P.S.'s
PPPPS. I hope I've beaten it.
PPPPPS. If there is any software out on CF2 Disc for the PLUS D could you send me a copy coz I'll cry and cry and cry and maybe even kill myself and my two gerbils if you don't. Thanks.
Senior (Dinger) Bell, Oldwood Rd, Antrrim BT41 2Nd, N.Ireland.

• ***First off, say goodbye to the gerbils - I 'aint got no PLUS D!***

A LOAD OF OLD DICK

Dear SU, I've just bought a game called 'DICK TRACY' and it's a great one. But, there's two problems, it's got no sound, and it's too bloody easy. As soon as I got home i loaded it up, completed the first level and thought 'yeah, I quite like this!' after this, I did the next, and, the next, then three more, then that was that, I'd completed the game, it flashed on the screen 'CONGRATULATIONS! crap eh?. Oh yes, it's a 'MY END OF GAME MESSAGE WAS CRAP', as well. I was gutted.

PS You did a bad review on N.A.R.C it got about 82%, when it should have got about 95% + classic.
PPS Where is the lift switch on ROBOCOP 2?
PPPS PRINT THIS LETTER!
Gary Pratt, Braunton, N. Devon EX33 1BS

• ***Well now, at the time of writing, Dick Tracey the game hasn't been released - maybe this is why it's so easy!***

CHEESY BITS

Dear Sinclair User, I am writing to say how cheesed off I am about Spectrum graphics. I always look at screen displays of different computers including Atari ST's, Amiga's, Amstrad's etc. and the Spectrum graphics are always worst. I think they should make a Speccy with more colour and more shades of colour. Also a better memory (at least 300k), though I will never be without a Speccy because the games are much cheaper and I find the Spectrum easier to use. Please would you write to the people who make Spectrums and ask them to make a much improved Speccy.

P.S. Your mag is RAD !!!!!!
Glen Baker, Wester Way, Hants, RG22 6DB

• ***It'd be nice to have a 300K Spectrum but there is a move to produce 128K games that actually use the memory for more graphics and better sound. Did you have a look at Ocean's 128K only game Pang? That was awesome!***

TOPSY TURTLEY

Dear SU, This is the first time I have written to SU and unfortunately it is a complaint, and it is about Teenage Mutant Ninja (or Hero) Turtles. The graphics are OK except...... 'what happened to their weapons!' Leonardo has a sword. Raphael has a boomerang. Michaelangelo throws a spinning star and Donatello throws four spinning stars at once. This is totally different to the arcade version. One last comment is 'Why have Michaelangelo and Donatello taken a sudden liking to each others headbands and decided to swap?' In my version of the game they are wearing a wrong headbands.

PS This is off the playable demo I got with SU.
PPS I have got a tip for a game called Rampage. Kill the people that appear in windows first and then start to demolish the buildings.
From a top fan, Paul Gorsley, Holinwood, Oldham UL8 4LD.

• ***Oo-er, have you got the wrong end of the stick. The Mirrorsoft game, although licensed from Komani, was never intended to be a conversion of the coin-op. And the similarity in colour between headbands is the fact that red and orange on the Spectrum are always fairly similar.***

RINGING THE CHANGES

Dear SU (or Garth), I have been reading your magazine for over three years and I have noticed a great deal of change over these years and I, and probably many other readers, have welcomed this change. But I think you could bring some new features in to keep us with Y.S such as more Blueprints, professional programmes like in Programme Pitstop in Y.S. Also could you do a feature on a game's history, from the design stage to the release stage.

Could you also tell me where I can get the game "3 Weeks in Paradise" as I have searched for 3 years to get it but with no luck or can you give me the address of Mikro Gen if they still exist.
Mr A, Park, Andover, Hanks SP10 3PX

• ***We don't print programm listings 'cos we can never find anything that's actually worth the trouble of keying in. I don't believe that anyone wants to spend hours on a listing to then find out that it doesn't work 'cos you've got a comma in the wrong place. Oh, and by the way, Mikro Gen have gone, deceased, no more - if you want a copy of 3 Weeks in Paradise, you're stuffed matey!***

COMPLETELY QUACKERS

Dear Chris, (Yes y'know the total pratt that comes from the planet Crap.) What d'you mean by giving Edd the Duck only 72%. I went and bought it and it's totally brill. Your Sinclair did quite well giving it 83% but it's better than that as well, I would give it this!

Graphics 84%
Sound 77%
Playability 93%
Lastability 89%
Overall 91%

PS SU is brill apart from you!
PPS I got Turrican for Xmas and it's really good!
PPPS Keep doing Six of the Best tapes!
PPPPS Please do a few more cheats!
Tim Fitches, Cambridge CB1 4TT

• ***Oh, so you don't think I'm brill eh? And you want me to do a few more cheats! You're a brave sod, I'll give you that. Have a badge! (Covered in contact explosive!)***

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VISA

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WINNERS

Last Word Of The Sentence

The studious Mr J. Ementon, of Greenstock Close, Bolton, BL3 4UD wins a copy of Teenage Mutant Hero Turtles for spotting my tiny Last Word of the Sentence Comp in the January issue of SU. Well done dude!

TURTLEY BODACIOUS COMPETITION.

Whilst we're all duding around, don't forget the Winners will receive Ten first prizes of VHS video copies of the Turtle video 'Teenage Mutant Ninja (Hero) Turtles'. Theres bags of tabular runners up prizes too: 30 Turtle Gluggers drinks, 10 Turtle T-shirts, 10 Image works T-shirts and a groove to max amount of stickers, posters and badges)

Ten First Prize Winners:-

Harry Mortesan, Windermere Rd, Seaham, SR7 8JN; V Good, Fenwick Dr, Hamilton ML3 7YG; A C Whyvell, Norwich Rd, Doncaster, DN2 4QD; Kieron Overend, Dallington Close, Bexhill On Sea, TN40 2SU; M N Bateman, Raikes Lane, CH7 6LR; P McGuigan, Goldenhill Rd, Stoke on Trent, ST4 3DL; L De 'Mouilpied', Norman Road, Cutpurse Estate, DL10 4PA; S Adlard, Gloucester St, Winchcombe, GL54 5NA; S P Whitcher, Mudford Rd, Somerset BA21 4NR; Malcolm Bridges, Harrow, Burton on Trent, DE14 3AY;

Ten Second Prize Winners:-

David Edwards, Wyedean Rise, Hereford, HR2 7XZ; David Cook, Austral Place, Wideopen, NE13 7HH; Andrew McLoughlin, Bosworth Rd, Merseyside, WA11 9JF; David Cope,
Whiteleather Sq, Sleaford, NG34 0QP; Terry Skinner, Middlemead Rd, Surrey, KT23 3DD; James Pope, Denmead Way, Peckham, London SE15 6HG; S Collins, Hertford Rd, Yeovil BA21 5UX; Garry Cowan, Dovecot Park, W Lothian, EH49 7LH; Scott Shepherd, Graham Cres, Angus, DD8 1DW; Scott Smith, Springhill Cres, Madeley, Telford;

Ten Third Prize Winners:-

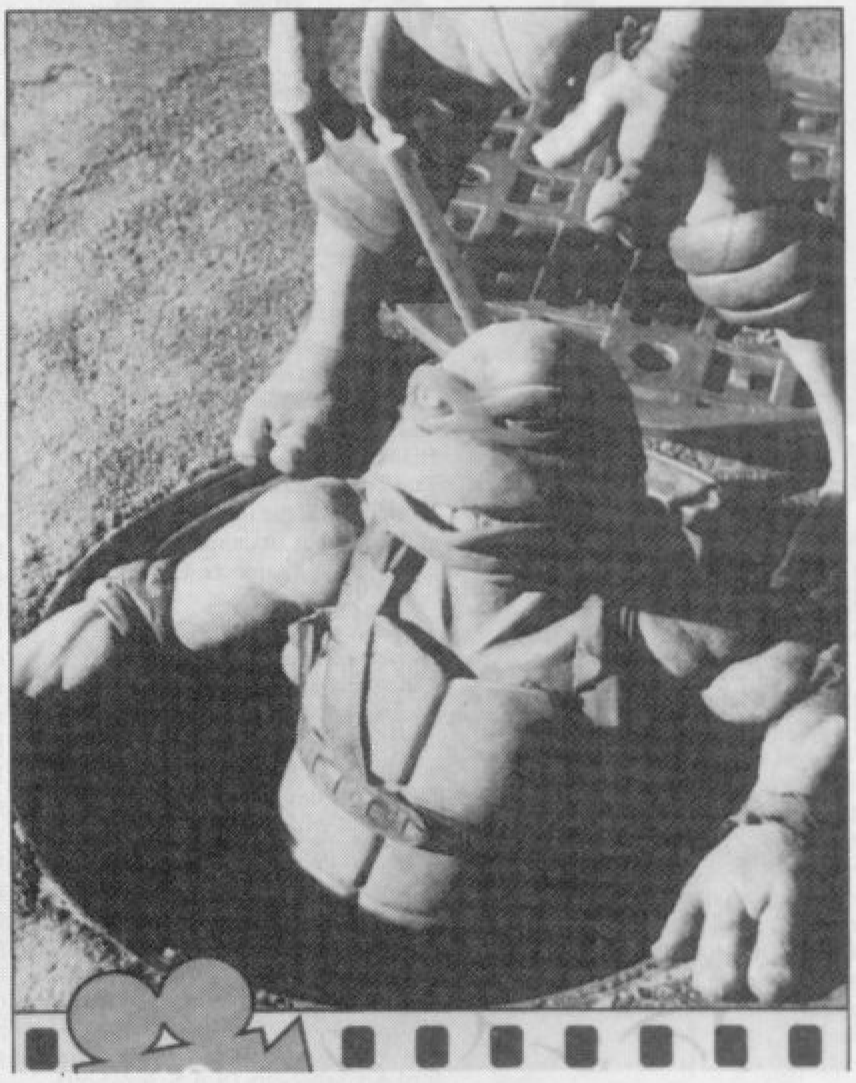
Marc James, Fairview Dr, Cambs, PE16 6QH; Craig Kerr, Alder Rd, Glasgow, G65 8JA; James Girdler, The Birchwoods, Reading, RG3 5UH; P Cooper, Cranborne Ave, Kent, ME15 7DX; Karl Wooldrige, Homefield Rd, Surrey, KT12 3RG; John Foley, Weymouth Rd, Somerset, BA4 6JB; Adam Morgan, Raithby Drive, Marus Bridge, WN3 5PZ; S P Church, Larch Grove, Dunfermline, KY11 5AG; Matthew Revill, Stannington View Rd, S10 1SQ; Ben Pallas, Moor Drive, Leeds, LS6 4BY;

Thirty Runners-up:-

Robin Card, Cartersmead Cl, Surrey, RH6 9LG; Joanne Maxfield, Park Ave, Kidsgrove, S77 1BQ; P Howell, The Beeches, Wrexham, LL12 7BL; Gary Astill, Sunbury Gardens, NG5 8EL; Jason Powell, Moorland Rd, Bristol, BS17 4BX; Steven Johnson, Springfield Gdns, Wallsend, NE28 8AJ; Kevin Avinou, Greenhill Park, Midlothian, EH26 9EX; Dylan Ward, Rossendale Ave North, Nr Blackpool, FY5 4NS; Geoff Holland, Perrys Lane, Swindon, SN4 9AJ; Lee Setnik, Lords Cl, Derby, S44 6TU; Wayne Marks, Paston Ridings, Peterborough, PE4 6UR; Gavin Vincent, Calshot Rd, Birmingham, B42 2BS; Christopher Day, Roman Rd, TS5 5QD; Steven Viccars, Nene Dr, Bletchley, MK3 7BY; Chris McCool, Barbae Place, Glasgow, G71 8LL; Daniel Bunting, Musgrave Ave, RH19 4BP; Anthony Lycett, Waypost Court, Northampton, NN3 4LN; Adam Teirney, Hemper Lane, S8 7FB; Thomas Fullarton, Daffodil Walk, Lowestoft, NR33 8NR; Michael Jones, Quinton Road West, Birmingham, B32 1NA; Graeme Warwick, Roods Place, Cumbria, CA10 1EF; Kevin Coakes, Bright St, Southport, PR9 7AB; Wayne Walsh, Ashton Rd, Birmingham, B25 8NZ; Jonathan Heaton, Dale View Rd, Kieghtley, BD21 4YT; Dominic Chung, Weylands Grove, Manchester, M6 7WX; Antony Harris, Westfield Grove, Somerset, BA21 3DL; Paul Robinson, Lethall Rd, London E8 3JN; Mrs C A Oldfield, Creteway Close, Kent, CT19 6CH; Emmett Valentine, Seymour Rd, Stratford on Avon, CV37 9EP; Gary Page, Greenfield Rd, LE15 6PX;

Electronic Zoo Subbuteo Competition

The Great Subbuteo Competition had a number of you footy stars filling our postbag. I haven't seen so many bulging mailsacks since Andrea wrote off to a pen-pals page and included her photograph! Anyway first prize of a Deluxe Subbuteo set is a man after my my own name (well, nearly!) He's: Gareth Taylor, of Afan Street, West Glam, SA13 1AX.



15 Second Prize Winners:-

Yes, there's more! Each of the following receive the standardly fab Sabbuteo.

Mr A Wright, Spenders Close, Essex, SS14 2NX; Kevin R Field, Close Road, WF10 4BX; Michael Sweeney, Woodstock Rise, SM3 9JE; Mr R Day, Monmouth Road, Portsmouth, PO2 8BS; David Forrester, Laburnum Drive, Worcs, WR11 6XW; Andrew Jones, Adelaide Street, Co Durham, DH3 3HY; Master A Fraser, Nightingale Rd, Cleveland, TS6 9PU; Colin O'Hare Compton Way, L6 2LX; Mr No Name, Carron Mead, Essex, CM3 5GH; Master Gary Howe, Eccleston Close, Birkenhead, L43 2NF; Paul Whitton, Lionel Road, Essex, S58 9DJ; Steven Grey, Stonegate, Haltwhistle, NE49 0AX; Michael Storey, Woodside Ave, Leeds, LS4 2QX; Mr A Thomson, Lime Grove, Hainault, IG6 3DR; Andrew Cockerill, Goddard Avenue, Northhumberside, HU5 2AN:

Ten Runners-up:-

These ten runners-up receive a load of balls (ooh er), great big foot "balls" in fact.

Raymond Ransley, Sutton Way, Shropshire, SY2 6EQ; Paul Evans, Church Lane, Lincoln LN2 3HN; Edward J Kellett, Kirklands Avenue, Baildon, BD17 6EQ; Lee Cobain, Park Avenue, Saltney, CH4 8TS; Michaels Cameron, Glebe Crescent, East Lothian, Scotland, EH9 5BG; Stuart West, 48 Radbourne Drive, BG3 2YD; Philip Rowe, Stanley Road, Mid Glamorgan, CF41 7NH; Simon Lawrenson, Slag Lane, Merseyside, WA11 0VY; Andy J Chase, Parkland Ave, Essex, RM1 4EL; Duncan Gordon, Milton Road, Cowplain, PO8 8TX;

Hair We Go, Hair Go, Hair We Go Competition

If you remember the caption competition with the picture of good ol' Bobby Charlton (ask yer dad!), then there'll be no surprise to hear that the winner correctly identified that Bob doesn't have any hair and that he wouldn't normally be seen with Graham Taylor's head on his desk. The first person to correctly identify this was,

Rick White, Lyndale Ave Edenthorpe, S. Yorks DN3 2LB

so if he can give me ring, I'll send him 5 games - the lucky little bleeder!

THE SORCERES

Greetings, mortals. A thought occurred to me just before penning these words. Why has nobody produced and adventure game based on or around music?

Readers of the mature variety will remember an album by the Moody Blues which was called In Search Of The Lost Chord, which even sounded like an adventure game title. You could have the oodles of character interaction in a New Kids On The Block game, (love 'em or loath 'em, but there's no escape from them!), although I'd be a bit more careful in a game based on Madonna's Justify My Love video (the naughty one, not the watered down one!).

Big-names like that would sue the clothes from your back if you tried to release anything without their permission, but I'm sure that, given the title In Search Of The Lost Chord, somebody somewhere could come up with an excellent adventure, Fancy having a go, anybody?

Meanwhile, on with the show, Fans of FSF Adventures (the name behind Magnetic Moon, Starship Quest, and the Axe Of Kolt), will be pleased to know that they have three new games to look forward to. No release date as yet, but you can always write to FSF Adventure for details, and they live at 40 Harvey Gardens, Charlton, London SE7 8AJ.

The Spectre Of Castle Coris is the next game in The Axe Of Kolt series and features the same hero Aralic Blackmoon, now Duke Aralic. Travelling around his new kingdom he ends up at the town of Corwyn, and finds that an unknown entity is killing off his subjects. Duke to the rescue!

Run, Bronwynn, Run is nothing to do with Neighbours, but has got a lot to do with a lass called Princess Bronwynn, who is about to become a victim of an arranged marriage to some pillock (technical term) called Prince Timothy. She decides to run away, but will she make it? And what will happen if she does? Good luck to the girl, that's what I say!

Finally, the Krazy Kartoonist Kaper sees you in the role of Cris the dog (why not Kris the dog, as everything seems to begin with a K!), out to rescue your mistress Kez the kartoonist, who has been kidnapped by the Salford Art Sabotuers (S.A.S. for short). Sounds like a strange sort of game to me, but FSF have never let us down yet, so we shall have to wait and see.

Moving on to other news, Captain Kook (lots of K's about this month, I wonder why?) is a two part text-only adventure from The Silent Corner (alias Paul Cardin, a name that seems familiar from somewhere), who lives at 3 Lonsdale Villas, Wallasey, Merseyside L45 4PG. Apart from anything else, this 3.50 game has a competition with a prize of 50, which can't be bad. That competition is to unravel a Morse code message which appears in part 1 on the game, and as Paul tells me that he is an ex-Radio Operator RN and can read Morse code at about 25 word per minute, we must assume that he knows what he is talking about and that his answer is the correct one.

Briefly, in this PAW-ed game, you are many light years from home in a space ship that is about to give up the ghost and send you to an early grave. Fortunately there is a planet nearby. Unfortunately though, it's a new one on you. So, can you survive not only the problems with your space ship, but also the perils to be found on the unkown planet?

Part One is all about space ship and its surrounding problems, which involves the minor tasks of putting out the fire which is currently raging, getting into a safe orbit around the planet, sending off a distress signal, getting all the survival equipment, and teleporting down to the surface of this strange and potentially hostile planet.

Part two concerns the planet, and all the weird and wonderful things that can be found there. What is the purpose of the stone statues (which, according to the loading screen, look remarkably like the stone statues to be found on Easter Island)? What use are the skeleton and the spider? Where is the ancient vessel left behind by your ancestor? Can you get the wretched thing to fly, and thus return to your home planet, wife, and children? do you WANT to return to you planet, wife and children?!

Of course you do, and you'll have good fun trying to do so. The game accepts all usual PAW commands, including the absolutely essential ramsave and ramload, and although the playing area might be relatively small, the problems that you will find are not!

If flying around the outer space isn't your particular cup of tea, or you find landing on unknown planets a bit too stressful on the old ticker, what could be more relaxing then a spot of fishing? As a link from one game to another that one won't win any prizes, but at least it lets me tell you that a second game is available from the Silent Corner (and it cost of just 1.50) is all about fishing. Quite how can you devote an adventure game to the rather slow and sedate sport (unless you're a fish) of fishing is a bit of a mystery, but if you want details from Paul then the Inner Lakes is the game to ask about.

Byeee!

Danger Mouse in the Black Forest Chateau:

(from where we left off in part 2): go library, climb window, look down, go mousehole, go passage, go dungeon, w, w, s, s, w, go passage, climb steps, go further, climb skeleton, jump to balcony, release catch, go right, go out, put mirror in slot, go observatory, examine machine, push button, push red ... another bites the dust!

READERS LETTERS

Marie Williams from Convetry writes: In The Very Big Cave Adventure, is there a quick and easy way of getting out of the Space Invaders game? I must have gone left and right and fired at the aliens dozens of times before I managed to get out, so I'm just curious to know whether I've been wasting my time and you can get out in two or three moves, or whether you really have to keep playing it for ages.

* *Marie is obviously not a text-only Space Invaders fanatic, but the sad news it that as far as I know, and to quote your letter, you really do have to keep playing it for ages. Quite a few people have asked me about this, obviously all as irritated as I was when I first stumbled in the game, and I would have thought that, by now, someone would have found a speedy solution. Alas and alack they have not!*

John Forrest, from St. Leonards On Sea, has a query about the game Stalker: I've got the boat, but I can't use it. I presume that I'm meant to make it waterproof in some way (bit obvious that really! -S), but I can't think of any other way of doing it. Any clues?

* *Any grues? That's Infocom talk! Oh, clues. All right, then. What's large, hairy, and sometimes walks on two legs and sometimes walks on four legs? Giant Haystack? Wrong! It is a bear, that's what, and you need the bear skin to make the boat waterproof. Needless to say, the bear isn't thrilled by this, but it gets distracted when it's busy eating aliens, and that is your time to pounce and get the skin. To coin a phrase , you have to blast it.*

David Moore, from Aberdeen (there seems to be a high percentage of adventure players in Aberdeen), writes about his problems with Dracula. I know there's quite a few random features in this game, but every single time I go to the dressing room and sit on the sofa, I get attacked by the same three women that I saw in a dream. Is this just bad

Gremlins:

(from where we left off): insert pipe, drop all, leave the premises, wander around the street for a while, and you will hear an explosion. Is this the end of the Gremlins as we know them? It is not, because you forgot about Stripe, the head nasty. Not to worry, though, because after the explosion Stripe will come running past on his way to the swimming pool (which you drained earlier), so go to the swimming pool with go pool, get stripe, then take him outside into the street. And that is the end of that.

Buckaroo Banzai:

(from where we left off): unlight flashlight, w, enter station, pump gas (into jug), take pump, disconnect hose, drop pump, e, n, w, take formula, replace hose, e, s, s, enter yoyodyne, go stairs, drop jug, light flashlight, make fuel, unlight flashlight, drop formula, go stairs, w, n, n, w, connect cables, to terminals, refuel car, drop jug, take hose, n, n, wash hose, s, s, replace hose, enter car, exam dashboard (fuel gauge reads full), press button, get out, take battery, enter car, close cockpit, press button, press button, open cockpit, get out, light flashlight, exam canister, press switch, exam canister, take envelope, n, open door, w, s, enter yoyodyne, open envelope (you find and take a key), drop envelope, open safe, read paper (disarm code), drop paper, w, w, enter shed, connect battery, transmit warfin, transmit yoyodyne .... The Earth is safe and your adventure is over!

Sorceror of Claymorgue Castle:

(from where we left of): go carte, go hole, get metal, go hole, get down, w, w, go drawbridge, look battlements, get brick, cast dizzy dean spell, (save game now, just in case), throw brick, at can e, e, get can, open can, with metal, look can, drop methusaleh, drop fire spell, drop metal, drop can, drop towel, s, get stars, n, w, go drawbridge, w, dig, w, cast permeability spell, cast firely spell, drop stars, cast yoho spell, go drawbridge, e, e, get fire spell, w, go drawbridge, w, n, cast fire spell, at tree, look ashes, e, go drawbridge, e, e, s, get star, get star, n, get towel, get methusaleh spell, e, go chandelier, get mirror, go ballroom, w, (save game now, just in case), go fountain, get star, cast methusaleh spell, go centerpiece, go shaft, get star, cast yono spell, drop star, score .. and you should find that you've finished another game!



Erik The Viking:

(from where we left off on the deck at the sandy shore): get pot, get spade, out, n, exam tree (laden with stone fruit), shake the tree (one fruit falls), look, get fruit, empty pot (water splashes out and stone fruit grows), look, get roots, rub amulet, drop everything, inv (still wearing the amulet), e, s, e, s, s, s, s, s, s (on the deck at the stone quay), get jar, get flask, inv (make sure it's airtight), get spittoon, get sinew, get roots, get beard, out, n, n, n, n (Kasarmi asks if you've got the ingredients), Yes (he takes everything and something appears), look, get ribbon, rub amulet. drop everything, inv, e, n, n, w, n (on the deck at the farthest shore), get ribbon, get mirror, out, w, w, w, w, w (at the jumbled rock), read inscription, tie ribbon, drop mirror, drop amulet, look (you see the wolf tied up), open door, w .. and you have freed Erik's family and gained a score of 1000 points!

Red Moon:

(from where we left off at the star of mission six): n, e, e, d, se, s, open door, e, e, se, n, wear mask, d, d, s, s, u, e, n, take cloak, w, s, e, d, s, take crow bar, s, u, n, drop mask, take mask, n, n, w, sw, n, n, w, wear cloak , nw, e, take ball, w, w, take boots, e, se, drop cloak, take cloak, e, s, s, s, wear boots, s, e, take crucifix, w, n, n, n, n, e, nw, n, open door, n, w, s, nw, w, w, sw, sw, s, w, w, s, drop cloak, drop crucifix, drop boots, drop ball, look, light lamp, score ... end of mission six, score still on 500.

luck, or is there some way of getting rid of them?

* *Well, David, if every time you sit on a sofa you get attacked by three women, I think you should seriously consider giving up sitting on sofas! However, in the game Dracula, this is not bad luck o your part, because it always happens. What you have to do as soon as they attack you, is go south and get the cross, and wave at them. This turn them into dust. You'll then get a visit from Dracula, but that's another story.*

Debbie Birchall, from Bridlington in Yorkshire (all right if you insist, Debbie, Hello Paul!) tells me a tale of woe concerning the game The Quest For The Holy Grail, which she thinks is A Very Silly Game. I agree! Anyway, Debbie says How do I get past the Knight who says NIC? I was told to give him the shrubbery, but I've done that and it doesn't work. What am I doing wrong?

* *Well, the pink shrubbery is the thing to give him, but it will only work if you have heard less than six creaking sounds when going through the forest. A counter starts ticking away as soon a you enter it, so the thing to do is to find a different, and quieter, way through!*



the S.U CREW in
DANGER CITY SLUGGERS VS MURDER CITY MUGGERS ie:
SHOWDOWN!
BACK IN DANGER CITY, GARTH, ANDREA AND CHRIS HAVE BEEN REWARDED BY THE MAYOR FOR THEIR BRAVERY IN DEFEATING ROBOMOP WITH AN INVITATION TO DANGER CITY'S BIGGEST SPORTING EVENT... THE DESTROYER BOWL..
the TONIGHT: DESTROYER BOWL
SO HOW DO YOU PLAY THIS GAME MR MAYOR?
SIMPLE...
SOUNDS ABSOLUTELY BRILL!
A BIT VIOLENT TO ME!
YOU JUST PUT THE METAL BALL IN THE OTHER TEAM'S NET ... AND INJURE AS MANY PEOPLE AS POSSIBLE!
NO WAY! COME ON DANGER CITY!!
MR MAYOR! ROCKO SOCKO'S BEEN KIDNAPPED! WE'RE FINISHED!
SOCKO'S OUR STAR PLAYER! GARTH, WHAT'LL WE DO?
DANGER CITY SLUGGERS
WONDERFUL GESTURE M' BOY! A TRUE HUMANIST!
NO WAY MAN!
DANGER CITY SLUGGERS
COLA
WAS THIS A GOOD IDEA? I DON'T THINK SO!
SLUGGER
SUCKER
!EGASSEM SDRAWKCAB CINATAS
KICK OFF!
GARTH! YOUR BALL!
THWACK
GOAL!
YEAH!
A GREAT PLAY FROM SUMPTER! UNCONVENTIONAL BUT WORTH 2 POINTS
THIS LACE IS A BIT LOOSE I'LL JUST TIGHTEN IT!
BOUNCE!
STRAIGHT OFF GARTH'S ARMOUR-PLATED REAR END!
FIDDLE FADDLE
HOORAY! GARTHY!!
CLAP!
UH-OH! LOOKS LIKE THE MUGGERS ARE BRINGING ON A SUBSTITUTE!
!NOITAZILIVIC YORTSED
GASP! REAL SHOULDERS!
..BRPTZZZ.... REVENGE!
WILL GARTH GET A BASHING? IF NOT, HOW'S ABOUT A SHAVE ... OR A DECENT HAIRCUT? ANSWERS - NEXT MONTH!

AL ALL

LABEL: Ocean

MEMORY: 48K/128K

PRICE: £10.99

CODE: James Higgins

SPRITES: Simon Butler

BACKGROUNDS: Warren Lancashire





HUP......



being the only way to get out.

If you complete the first phase you catch an automated Johnnycab and race to the spaceport. The horizontally-scrolling vehicle racing routine is a bit of a filler; there's not much skill or excitement in dodging or blowing up the pursuing vehicles. Still, it's a bit of variety. The next section takes place in the Martian spaceport, then there's another road-race to the rebel base, another platform level as you search for precious oxygen in the sleazy slum areas of the Domes, and eventually you get to confront the head of the rebels, defeat the evil Cohaagen and save Mars - cheers cheers!

Make no mistake, Total Recall is as much a block-bustin' computer game as it was a movie. It will keep you snarling with excitement and growling with frustration as you battle it out with gun-goons, suss the deathtraps and race against time to get yer right brains back. As Arnie might say - "Get it, or I'll get YOU!"

"In an hour, he could have total recall."

...LA!!!



As you wrok your way through the first level, ammo boxes are damned useful things to pick up. Get irt Arnie!

scores

GRAPHICS	90
SOUND	93
PLAYABILITY	89
LASTABILITY	89

OVERALL 91%

Chris Jenkins

It's as big as Mars, twice as nasty with tons of atmosphere - Total Recall is a total triumph - superb gameplay, great graphics and super sound make for a classic game.

Review

Charts



FULL PRICE TOP 10

1	(1)	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS
2	(2)	ROBOCOP II	OCEAN
3	(3)	GOLDEN AXE	VIRGIN
4	(13)	SPECIAL CRIMINAL INVESTIGATION	OCEAN
5	(NE)	GAZZA 2	EMPIRE
6	(NE)	NARC	OCEAN
7	(NE)	LOTUS ESPRIT TURBO CHALLENGE	GREMLIN
8	(5)	SHADOW WARRIORS	OCEAN
9	(8)	KICK OFF 2	ANCO
10	(6)I	SUPER OFF ROAD	VIRGIN

BUDGET TOP 20

1	(5)	KWIK SNAK	CODE MASTERS
2	(NE)	DOUBLE DRAGON	MASTERTRONIC PLUS
3	(2)	R-TYPE	HIT SQUAD
4	(4)	TARGET RENEGADE	HIT SQUAD
5	(NE)	OPERATION WOLF	HIT SQUAD
6	(1)	PAPERBOY	ENCORE
7	(NE)	RUN THE GAUNTLET	HIT SQUAD
8	(3)	OUT RUN	KIXX
9	(NE)	TRACK SUIT MANAGER	HI-TEC
10	(7)	BATMAN (CRUSADER)	HIT SQUAD
11	(10)	DIZZY 3	CODE MASTERS
12	(NE)	YOGI &MONSTER	HI-TEC
13	(NE)	RASTAN	HIT SQUAD
14	(NE)	QUATTRO ADVENTURE	CODE MASTERS
15	(NE)	TOMAHAWK	BYTEBACK
16	(NE)	SILKWORM	MASTERTRONIC PLUS
17	(NE)	WEC LE MANS	HIT SQUAD
18	(6)	SOCCER DOUBLE	E+J SOFTWARE
19	(NE)	MATCH DAY 2	HIT SQUAD
20	(NE)	FIGHTER PILOT	BYTEBACK



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ACE

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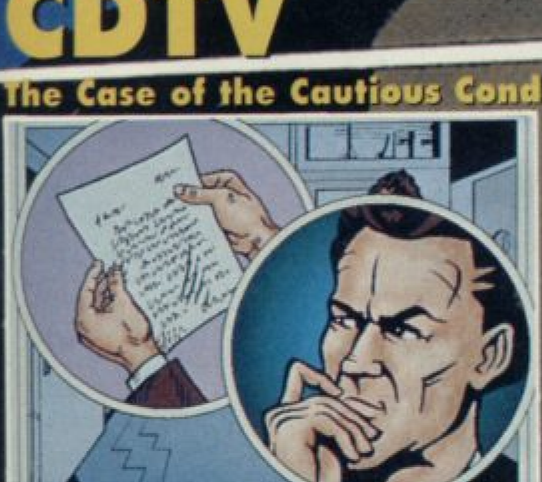
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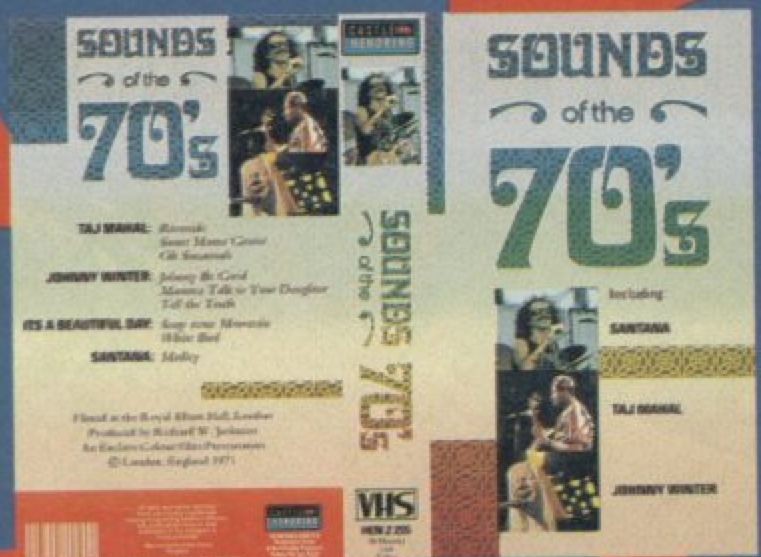
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music vids

Sounds of the 70's - Hendring - £9.99

Groove on! These beautiful sounds from the Summer of Love (that's the original Summer of Love, not last year's cheap imitation) will bliss you out completely. You might not remember the Latin jazz-rock of Santana, the blistering rock of Taj Mahal, the guitar pyrotechnics of Johnny Winter or It's A Beautiful Day (who?!?!), but this 45-minute vid recorded live at the Albert Hall in 1971 will bring it all back.



Underground USA Vol 5

Rap - Hendring - £9.99

Chill out, bad dudes! (I don't know, do people really talk like this?). Unlucky thirteen of the chillingest, spoffiest rap artists from the Yoo Ess Ay, featuring Horty D, Pseudo Negro, South Central Posse and Nuttee Kroo (oh come on!). It's WIKKID!





Underground USA Vol 6

Heavy Metal - Hendring - £9.99

EEraaaAAAngggGGGGGG! If you like your music hot and heavy, this is the one for you. A dozen of the sleaziest US metal merchants including Mud Honey, Steel Soldier, Hellcats and Sahara sweating and slogging. Brain-bending!

CHE
O U



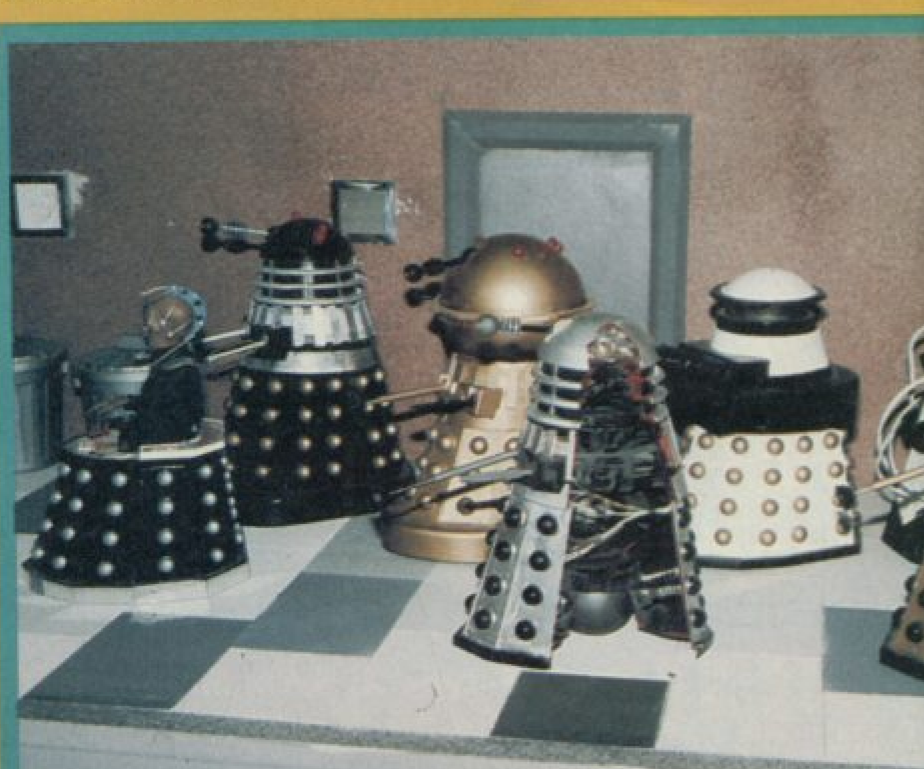




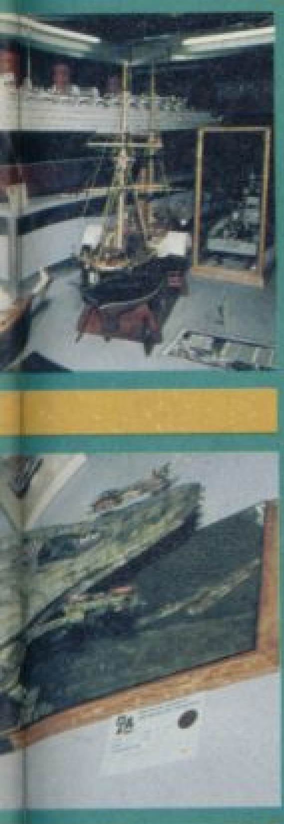
This Year's Model

The 60th Model Engineering Exhibition, held at Alexandra Palace in January, was the biggest and best yet, they reckon. In between the vertical feed milling machines, copper truss rods and stacks of balsa wood, you could find hand-built steam en-

sho



ECK
U - T



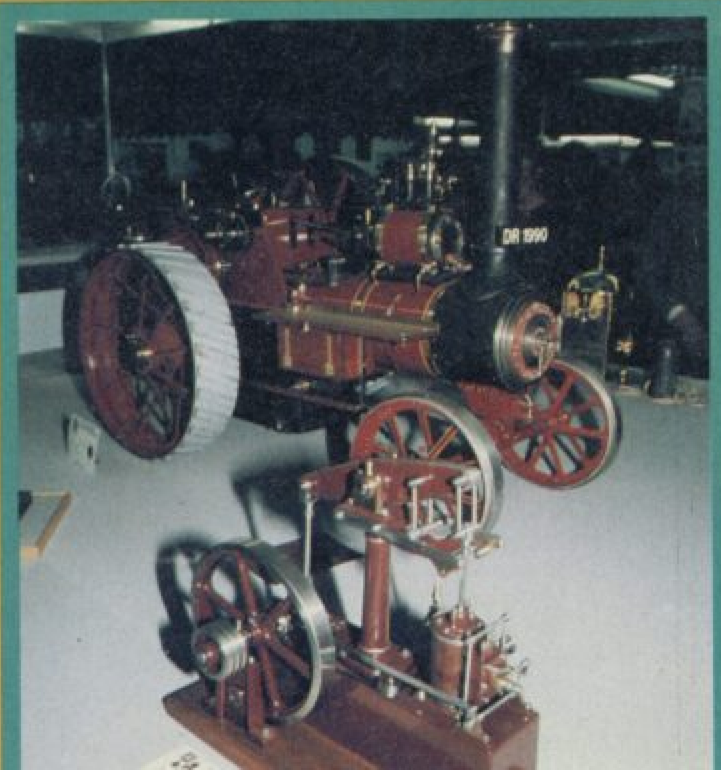


OWS

gines, giant models of the Cutty Sark, radio-controlled racing cars and strange Japanese sci-fi kits.

Our photomontage features: Preying Mantis space warship by R Thomas of Ilford; Daleks by M L Lacy of Romford; spaceman from Alien; model aircraft; traction engine; RMS Queen Mary by L E B Ginman.





books

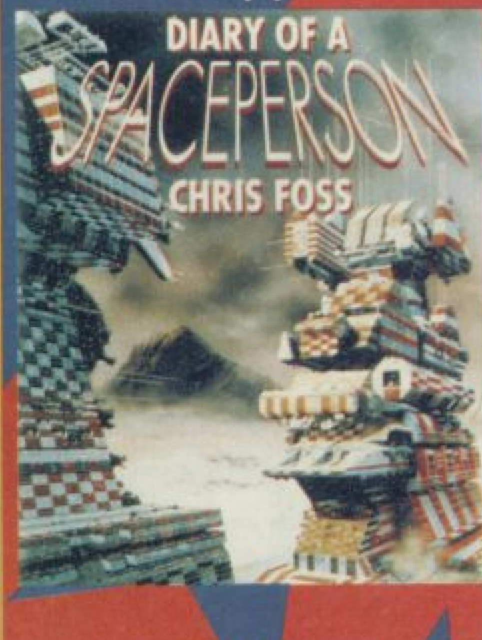
Diary of a Spaceperson

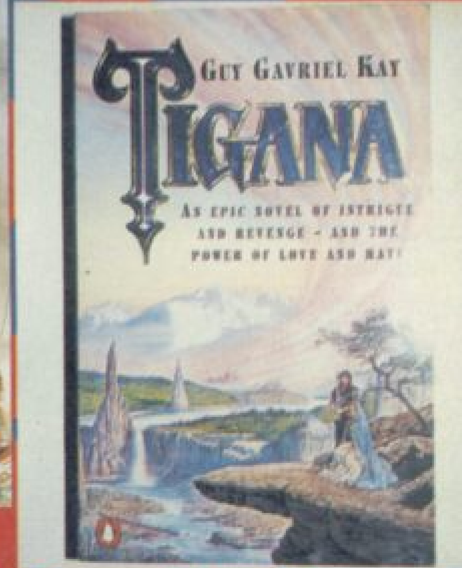
Chris Foss - Paper Tiger, £16.95 hardback

He's back! The man with the BIG spaceships, Chris Foss, returns with a follow-up to his 1980 smash 21st Century Foss (and about time too).

As usual, Foss's finely-detailed artwork concentrates on giant starships, awesome wrecks and derelict monoliths. But this time the 71 colour and 47 black-and-white illustrations are linked by a narrative concerning boisterous female student "J", whose diary reveals a tale of madcap adventures, perilous journeys, hair's-breadth escapes, and spacesuits which fall RIGHT OFF at every opportunity.

With 144 large-format pages, Diary of a Spaceperson is a book to enjoy over and over again.





Tigana

Guy Gavriel Kay - (Penguin, £7.99 paperback)

Author of The Fionavar Tapestry, Tolkien expert Kay has really outdone himself this time with a 700-page epic of fantasy. When Brandin the Tyrant's son falls in battle, his rage is so great that he obliterates the province of Prince Valentin entirely. But a handful of brave men and women fight to restore Tigana... the fantasy equivalent of a Mills and Boon novel!

Maelstrom

Paul Preuss - Pan, £3.99 paperback

Based on Arthur C Clarke's Venus Prime series, Maelstrom tells of special investigator Sparta, who hides her superhuman powers as she fights to save a team of scientists trapped in the gaseous inferno of Venus. Good hard SF, with an insert of technical blueprints.

The Machiavelli Interface

Steve Perry - Orbit, £3.50 paperback

The plot of Machiavelli Interface sounds a bit like Return of the Jedi - fearless warriors persecuted by an evil Galactic Empire emerge to re-establish order and justice. In fact it's a bit more plot-heavy, but if you read The Man Who Never Missed or Matadora you won't want to miss this conclusion to the Matador Trilogy.

SAM COUPE

MIND GAMES

Software for the SAM? Well I never did but Mindgames is a very poor substitute for REAL Coupé games..

LABEL: Enigma Variations

MEMORY: 256K

DISK: £14.99

TAPE: £11.99

Bombed Out

Terribly fast and dangerously bloomin' game. You take the form of a ball and you roll around choosing a route and diffusing bombs where they appear. before they explode and you bomb out, collecting flags for bonus, but avoiding skulls and crossbones as you go. You must coose your route well or you'll find youself trapped. A bonus round in which you hit fire for up to 100 points ends each level. Bombed Out graphics are very basic for the SAM. The game itself is simple to follow but not captivating enough to stop you from bombing out of the game itself.



Ho, hum Just scuttle around the screen and get to the bombs as fast as poss! Bor-ing!



BLOCKADE

If you like playing rubix cube then here's your chance to play it on computer. You use skill to co-ordinate all the colours on the screen in a race to beat time. It's a tricky game to play but the easy method of controls makes movement easy. The graphics are tha same colour and pattern thoughout the game (boring or what). It is fairly playable but I would rather play Magic Caves myself.

MAGIC CAVES

Here's a mind boggling game which will definitely do your brains in. With careful planning you can progress through higher levels. However, it is very tricky and every move is vital - a wrong move will cost you a life. The idea of the game is to collect magic potions and escape from the cave, but before you can get to the potions you must collect keys scattered around the cave. Some of the keys when collected will make



José's comment:

I certainly wouldn't be about to spend actual money on this game. I liked Caves best but even that's very simplistic.



Phil's comment:

Ha, ha, ha! It's a load of old bullock's droppings converted to the SAM and sold to software starved users. Don't buy this - look at some of the great new SAM games instead!

DEFENDERS OF THE EARTH

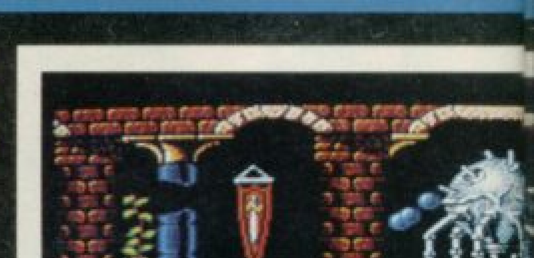
LABEL: Enigma Variations

MEMORY: 256K

You are Flash! I don't mean that you wear lots of gold bracelets and drive around in a convertable Porche with your blond hair flying behind you. Certainly not!

No, you are Flash Gordon the space hero, (not Gay Gordon, the infamous Scottish dance) and you must defeat Ming the tired old clich. Running through various screens at an alarming rate, you must reach and defeat Ming, by shooting your way past the various nasties you meet. You can also call down various Defenders to help you overcome various obstacles, (doors, barriers etc)

Enigma's first REAL SAM game, Defenders set the standard by which SAM games should be judged Converted to the SAM, Defenders now has good colour graphics, the addition of



Flash!... Ah ah.! He's only got 14K to save the Earth!

things appear or disappear. The graphics are good and you can go on playing this game for hours on end.

NUCLEAR WASTE

Help! Earth is being destroyed by radiation from Nuclear waste - your job is to ship canisters of nuclear waste to a spaceship and launch it into the galactic bin! (Greenpeace will need a shuttle soon!) You must use your skill to turn lifts on and carry the waste safely to the interstellar dustcart. The graphics are small and undetailed and the game is boring.

Mind Games COMPILATION
LABEL: Enigma
PRICE: £11.99/14.99
OVERALL 31%
José Duran

Just because there's little SAM software around at the moment there's no reason to subject loyal SAM owner's to rubbish like this.





super sound and moves smoothly at a blistering speed. In the software starved world of the SAM, Defenders had a chequered history, with it firstly only being available mail order (through this infamous organ no less!), but today is still worth buying.

SAM's first real game and an excellent conversion.

scores

GRAPHICS	80
SOUND	86
PLAYABILITY	86
LASTABILITY	83

OVERALL 82%
Garth Sumpter

Faster than a ferret at an acid house rave! The first SAM conversion.

SPHERA

If you have been holding your breath waiting for some decent SAM software, you can expel it in a great whoosh of stale air. Sphera is here; it's a great program by any standards, and for software-starved SAM fans it's more welcome than a bucket of iced Lilt in the Sahara.

There's nothing revolutionary about the game format - it's a straightforward vertically-scrolling shoot-'em-up - but it's lovely to see the SAM's Mode 4 graphics used to their full capacity; with multiplane parallax scrolling starfield backgrounds, multi-channel sound and loadsa colours, Sphera is good enough to compete with the best 8-bit games around, and with many of the 16-bit efforts.

You want plot? Forget it. This is just a matter of heads-down, no nonsense mindless blasting, as you steer you bog-standard white starfighter along giant space complexes. Monochrome enemy ships attack in predictable waves, from all directions, and a collision with any of them results in loss of one of your four lives. You can withstand more hits from enemy missiles, but these are a lot more difficult to avoid; they're small, round, white, and fast-moving.

What makes it more difficult is that you soon realise that you don't have to dodge the huge, multicoloured sliding blocks of the background. You can actually fly your ship "underneath" them, the problem being that as you do this you lose sight of it; it's very easy to run into a storm off missiles while you're out of sight, your only warning being the crash of explosions and your plummeting energy meter.

If you can combine dodging the missiles, shooting the enemy ships and steering through the background objects, you should get far enough to find power-up icons. You start off which a blaster which fires single bolts of energy, but icons add extra weapons such as rapid fire, restore your energy or give extra lives; typically, the icons appear in the middle of particularly nasty waves of baddies.

If you survive through to the end of a wave you encounter a mother ship, and here the SAM's superior graphics really tell; the mother ships, which include a giant crab-type, a sand creature and a silver citadel, are huge, colourful and smoothly animated. Knocking one out is a bit of a nightmare, and they get more vicious as the levels get higher.

Each level loads separately from disk, but the loading routine is fast enough to avoid interrupting the action.

I could do without the supposedly funny messages when you get killed - "Now I don't think you wanted to do that!", as Harry Enfield would say - but other than that Sphera is a fast-moving, good-looking and aurally stimulating experience. I don't really have to tell you to get it if you have a SAM - you would probably get it even if it was a turkey - but you can rest assured that Sphera does justice to the machine and is well worth the spondoolix.

LABEL: Enigma Variations
MEMORY: 256K
PRICE: £14.99 (disk)
PROGRAM BY: Ken Jarvis/Sean Conran



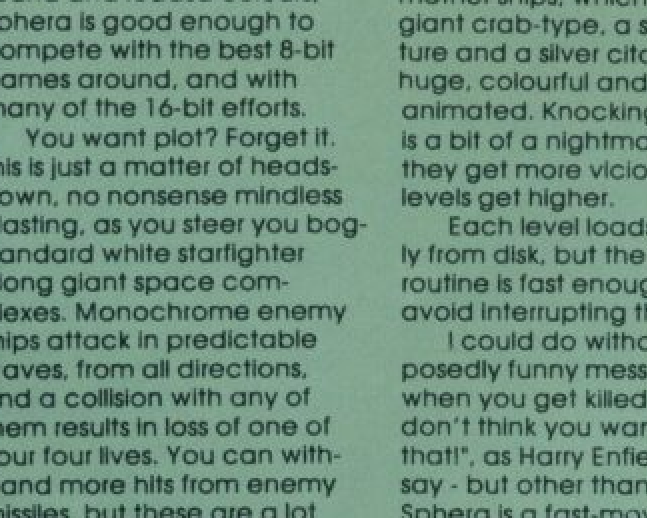
Garth's comment:

A great first time original game for the SAM that will no doubt become part of SAM history!

ISU GOLD







The parallax on Sphera is brill! You fly under these platforms and loose sight of your ship. You can still be hit though!

scores

GRAPHICS	92
SOUND	89
PLAYABILITY	89
LASTABILITY	90

OVERALL 90%
Chris Jenkins

Not a jot of originality, but let's be grateful for some nice-looking, hot-playing SAM software - at last!

Review

SAM FAX

SAMCO, the manufacturers of the SAM, predict that by the end of this year they expect to have sold 50,000 Coupé computers by the end of 1991.

They are targetting the educational market which they expect to get due to the SAM's built in network facility. Part of this strategy involves producing educational software.

Once they reach a sale of 30,000 units, they expect Ocean and other large software houses to start producing SAM specific software utilising the SAM's graphics and it's 6 channel stereo sound - that's two more channels than the Amiga!

TECH

SAM BASIC is fast.

SAM sound has 6 channel stereo sound.

The Atari STE runs at 9 Mhz

The Amiga 500 runs at 8Mhz

The SAM processor runs at 6 Mhz and has a Motorola MC1377P video chip which can display 127 colours from BASIC.

At 200, the standard Coupe comes complete with one Citizen 780K drive, and is the second slimmest 3.5 inch drive in the world.

THUNDERBLADE

LABEL: Kixx
MEMORY: 48K/128K
PRICE: £3.99



Garths' comment: ***It was a great hit when it first appeared and has graced many a compilation - on budget it's well worth a goespecially with the free game offer!***

Sega's mega coin-op landed with the impact of a Cruise missile in 1988, and the inevitable home computer conversions did a creditable job of representing the sophisticated 3-D graphics of the original.

On the Spectrum version, though, the main problem is control. The game has four main stages: city skyscrapers, desert valleys, river delta and finally an oil refinery. The view alternates between top and front perspectives, and because you have to control the speed, left/right position, up/down position and firing missiles and cannon, from a combination of joystick and/or keyboard controls, it all gets a tad confusing, and you find yourself slamming into the ground or shooting off all your missiles until you get used to it.

Still, the action's fast and furious - a bit like Afterburner, though with more variety of ground and air defences.



What a marvellous way to scoot into town to do the weekend shopping with no parking problems!

There's the obligatory mother-ship at the end of each level, and you get bonus points for destroying enemies as quickly as possible.

Now, you might be put off by the fact that Thunder-

LAST DUEL

Strap yourself into your neutron-powered star racer and prepare to do battle with the evil forces of the planet Bacula, it sez here. In fact, though there are six levels of mayhem to battle through, The Last Duel is more of a heavy metal car racing game than a shoot-'em-up.

Your space racer appears at the bottom of the screen, scrolling vertically. There are some neat background details - forking roadways, ramps, gun emplacements, alien ships, and icons which fall from destroyed globes and allow you to pick up zippy weapons.

Picking up a T icon increases the time limit for each

LABEL: Kixx
MEMORY: 48K/128K
PRICE: £3.99



Andrea's comment: ***There's just enough destruction in this one for my delicate and perfectly proportioned trigger fingers.***



Three onto one and STILL Mr Jenkins doesn't blub and go crying off to his mum. Maybe he's becoming more mature with senility.

Scores	
GRAPHICS	79
SOUND	70
PLAYABILITY	78
LASTABILITY	85
OVERALL	82%

Chris Jenkins

It's not like anything you've seen before, unless you've already bought it! Well worth the dosh, especially if you plump for the special offer too!

blade will cost you £3.99, but despair not. Though the price hike for budget games was inevitable, the bitter pill is sugared by the offer of a free game (well, actually it will cost you 99p p&p). The offer's open until August and includes titles like 10th Frame, Black Beard, Side Arms, Hardball, MetroCross and Trantor (subject to availability). So as you blast away at Thunderblade, do this little sum; 399 + 99 = 498, /2 = 249 each, = a bit of a bargain.

level, and pressing Fire and Forward together allows the car to jump and the hoverplane to drop bombs.

The hoverplane appears on later levels in one-player mode, but if a two-player game is selec*ed, one player controls eacr craft.

Last Duel's graphics are well-defined and the game is pretty fast-moving, but the action's a bit repetitive and it's annoying that the delay when you plummet off the edge of the roadway is so long. But since, like Thunderblade, The Last Duel comes with a token allowing you to get another Kixx title for 99p, it's worth checking out.

scores	
GRAPHICS	80
SOUND	70
PLAYABILITY	78
LASTABILITY	75
OVERALL	75%

Chris Jenkins

A nice-looking space-race shoot-'em-up which suffers a little from repetitive gameplay. Still, worth a bash if you're fed up with Le Mans.

QUATTRO ARCADE

LABEL: Codemasters

MEMORY: 48K/128K

PRICE: £3.99

PROGRAM BY: Oliver Twins/James Wilson-Mark Baldock



Garth's comment: ***Quatro certainly deserves some play - I particularly like pinball and the Pin Sim isn't bad!***

One thing you have to say for Codemasters, when they pick a theme for their Quattro packs they don't stick to it.

A pinball simulator, a fruit machine simulator, and just when you think you're beginning to detect a theme - a 3-D space war game and a car racing sim. I dunno, what a selection.

Still, for the very little money involved, you have to admit there's something here for everyone. I've always thought fruit machine simulators are the most pointless thing in the world - after all, if you can't lose all your money and claim it's fixed, where's the fun. Still, this one, which topped the budget charts for goodness knows how many weeks, has all the elements you could ask for; cash bank, multi-player mode, three reels, hold function, gamble, nudge and so on. Graphics are minimal, but what do you expect?

On to the pinball simulator. Here the flipper and ball movements are pretty realistic, though a little slow, and you get lots of realistic features like extra balls every 10,000 points, light-up features, knock-down targets, tarp doors and so on.

A bit more ambitious is 3D Starfighter, a sort of distant relative of those ancient Star Trek games, or the venerable Codename MAT. Your mission is to clear the galaxy of enemy battlestars, choosing a sector to warp to, fighting your way through interstellar space then undergoing hazardous docking manoeuvres to refuel for the next mission. Pretty entertaining.



And you can almost hear the roar of the engines as they line up

The best of the lot is Grand Prix Simulator 2, a bit of a Super Sprint rip-off. Three tiny cars - either computer or player controlled - skid around a number of courses seen in a top-down view. Any time you have remaining after a race is added to your limit for the next round, but crashes register on your damage meter, affecting your performance. This is great fun, and almost worth the dosh itself.

A peculiar combination, then, but if you fancy the two games sims you can't knock Quattro Arcade for VFM.



"Ya boo sucks - missed! Knee tremblin' action in 3-D Starstrike!

scores	
GRAPHICS	67
SOUND	70
PLAYABILITY	84
LASTABILITY	78
OVERALL	79%

Chris Jenkins

How do they squeeze all this excitement onto one tape? There's enough action here to keep you occupied for an entire year (almost)

Review

LABEL: Hi-Tek
MEMORY: 48/128K
PRICE: £3.99
PROGRAM BY: Dave Thompson & Richard Morton

CAT FAX

The cartoon series Top Cat was inspired by the long running TV comedy show Sergeant Bilko featuring Phil Silvers as the scheming soldier, Sgt. Bilko - Top Cat's character was based on Sgt. Bilko and Benny the Ball was based on the character Doberman in the series.

Hi-Tek's other Hanna-Barbera cartoon licences include kung-fu canine Hong-Kong Phooey, Yogi Bear's Great Escape and cat-and-dog team Ruff and Reddy.

The domestic cat is thought to be descended from the Africankaffir or bush cat mixed with the European wild cat.

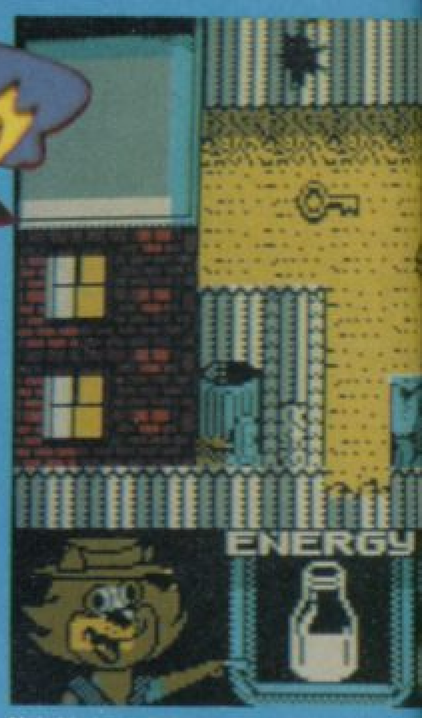
The most common type of cat is the tabby cat which just means 'striped' or 'blotched'.

Only 10% of cats are pedigree - and they fall into only two catagories,short-haired and long-haired.

TO

Top Cat! Dum-de-dum-de-dum - Top Cat! He's jolly marvellous... oh yes, I remember all the words to the song, and have many happy childhood memories of the Hanna-Barbera cartoon adventures of Top Cat.





He's bin here, he's bin there. TC's been just around the back alleys and eventually rescu



TC's arch enemy Officer Dibble, and his assortment of low-life feline friends join him for this romp through the alleyways of New York, but HiTec's first licenced Top Cat game adventure starts with the lads transferred to the swankier environment of Beverly Hills, Benny the Ball having inherited a mansion when the real heiress, Amy, went missing. But rather than lounge around the pool all day cat napping, the gang set out to find Amy and restore her inheritance... all together, aaaaah!

The action starts in an environment where TC's at home - a sleazy alley scattered with wrecked cars, infested with scuttling rats and littered with garbage. It's a fairly straightforward maze-based arcade adventure with some nice colourful background graphics, fair animation, fast clean screen-flipping and reasonable unambitious sound effects (you don't seem to get a rendition of the Top Cat theme, which is a pity).

There's not much challenge in avoiding the hazards of the alleyways, but there are puzzles to solve which provide most of the entertainment. Like, on his quest to round up his gang, how does TC get past Crusher the dog? Giving him a bone seems to be the answer, but to find the bone you have to get past locked doors, avoid careering skateboarders who steal objects from you, and try to avoid getting squashed by slamming doors, rolling dustbins and tyres, and squirting fire hydrants.

At the bottom of the screen is a display showing TC's energy as a diminishing pint of milk; this can be topped up by finding new bottles, but watch out for sour milk which will lose you energy. If you lose energy too fast, any members of the gang you have collected may take fright and run off.

You get bonus points for placing garbage in bins or for collecting fruit, but again watch out for sour apples; these will either slow you down or reverse your joystick controls for a short period.

The objects you have collected, such as banana skins, keys, cans and bones, are shown in a series of windows at the bottom of the screen; to drop one, you hold down the fire button, move the highlight to the object required, and press fire again.

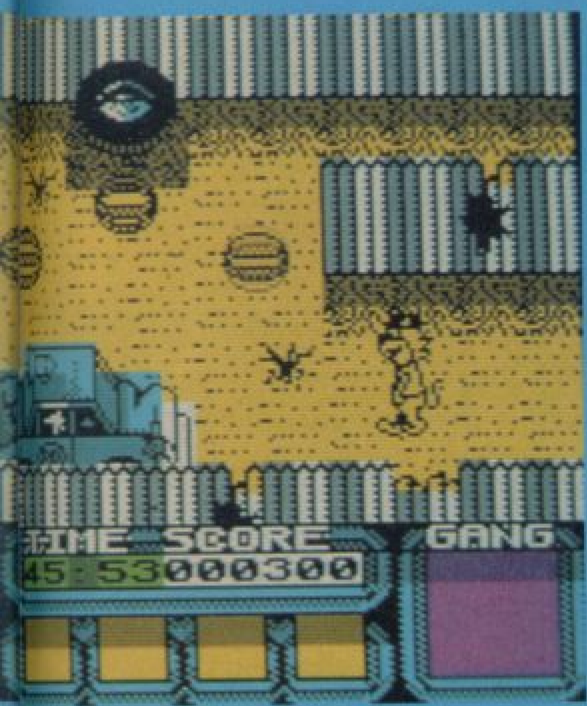
In later levels TC has to explore the area around Beverly Hills until he finds his way to the mansion, then locate the missing Amy while avoiding the evil butler Snerdly.

That's all folks - a decent arcade adventure which does justice to a classic cartoon character at a bargain price.

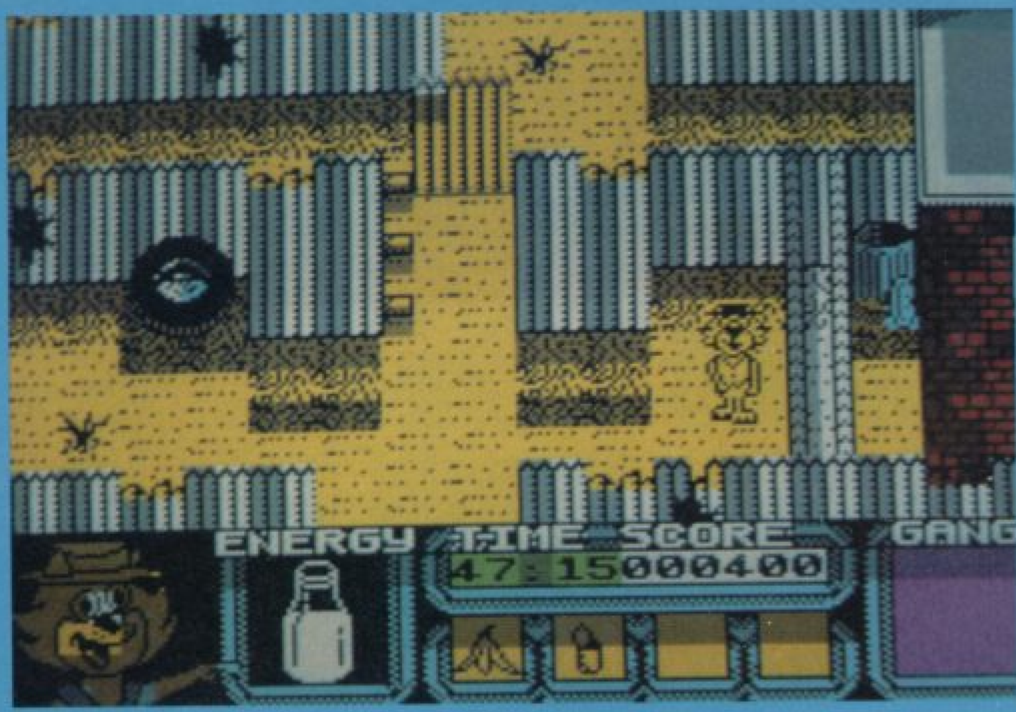




Review



everywhere! But can he find his way
Ami, his favourite little Pussy.

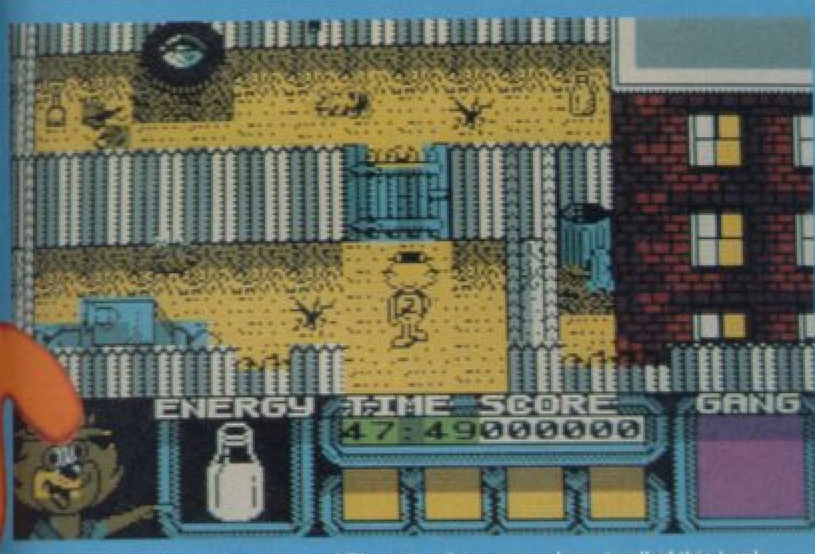


Here"s out hero totin' a fair bit of rubbish - namely an old can and a banana skin. He needs to drop them in a bin for points.

P CAT



Garth's comment: No pussy-footing around with this one! It's a clean and competent sniffing-and-pouncing game.



Sorry puss, but no key - no way! There is a key somewhere in all of this back street bogusness but can T.C. find it? It'll be Kit-Kat all round if he does.



There's only one Top Cat and he's over 20 years old now but he still looks rather good.



scores

GRAPHICS	68
SOUND	60
PLAYABILITY	75
LASTABILITY	76
OVERALL	**71%**

Chris Jenkins

Certainly not one for the litter tray as Top Cat is tip-top. If fact, nine out of ten Top Cat fans prefer it!

COIN OPS



Rad Mobile - Sega

Sega - what a bunch of guys. If you want sprites - these boys can give you sprites. Big, fast, rotated, expanded, reduced - the works. Just take a look at games like Line of Fire and Last Survivor for examples of that. But maybe it's in the field of driving games that they've found their greatest success - who can forget Outrun, Power Drift and Super Monaco Grand Prix?

Now Sega are trying to tempt the games players of the world with another epic, this time called Rad Mobile. Trouble is, this time they've concentrated on the technology and forgot about the gameplay.

The scenario has you driving your Radical Automobile in an illegal race across the continental United States of America, in vast numbers of stages - and there are, of course, some very neat touches.

Some stages are at night - so you have to turn your lights on in order to see properly. Cute and pretty nifty pallette manipulation. Others are in the rain - so you have to turn on your windsceeen wipers - lovely effect boys.

But despite this attention to detail

There's a whole new revolution that's turning the coin-op world upside down - the R360 from Sega. John Cook risks life, limb and loosing his breakfast at Europe's biggest coin-op show.....



R 360 - Sega

In the commercial cut and thrust of the Nineties, you have to be aware of every new business opportunity that presents itself. So people hang around traffic lights, cleaning car windows fast for cash. Use their mopeds to deliver pizza. But if you've got any spare moolah yourself, I'd suggest setting up chains of dry cleaners next door to coin-op arcades - because full motion simulators are arriving...and you better not have had a big breakfast before having a go on them.

At the latest coin-op trade show, the first full motion coin-op ever to reach these shores, called the R360 from those technical wizards at Sega of Japan, was proudly on display - although hopefully, you won't have to queue for 30 minutes to play it when it reaches your neck of the woods!

As soon as you climb into the futuristic looking globe, you know things are going to be different. First of all, once you're sitting comfortably, this u-shaped padded yoke comes over your head and swings down to sit against your chest. Next, two seat belts clip into this restrainer at waist level - left and right. Finally, you've got a handbrake type of affair that, when you pull it, tightens the whole business up. Me, claustrophobic?





Once the action starts, however, one part of the your brain quietly thanks the Japanese engineers for taking so much care that you don't fall out of the R360. The other part is going spectacularly ga-ga - after all, the last time I felt like I was playing a video game upside down was after 12 pints of lager. This is for real.

At the moment, the only game installed in the R360 is an adapted version of G-Loc, but it's ideally suited to it.

G-Loc is a jet fighter game, remember, with some spectacular effects with your plane barrel rolling all over the shop and zooming through the

(well, in fact they're just showing off some new routines inside the box) the gameplay itself is extraordinarily dull. Controls are straightforward gas pedal, hi/low gears and, natch, steering wheel. Opposition cars are about, with some of them marked specifically as Rivals - which try and make it difficult for you to pass them.



But - other than following the track and admiring the view, there's not much else to do.Trying to ram the enemy cars off the road just looses you valuable time. The screen effects, although very attractive and pleasing to the eye, are in no way as dramatic as, say, the highly acclaimed Cisco Heat.

Worth playing the once, just to see what state-of-the-art technology can do, Rad Mobile isn't going to set you alight - but points to the fact that Sega has the ability to do wonderful things on the screen. Now let's have a great game, eh?

Addict Factor - 74

skies. When you play it in the R360, it becomes a completely astonishing experience.

You take off - enemy fighters appear. You waggle the stick a little left and right and move slightly to get them into your sights. No big deal. One breaks off down and to the left, why not follow, eh. Waaaaaaa!!!!!

The unit immediately follows the movement of your joystick and the horizon - you are now flying on your side. Another touch to the left - gulp! Your now flying upside down. I wish I hadn't eaten that burger!

Pull back on the stick - whoosh! A full loop - fantastic! You soon get used to the sensory overload and start playing the game again. Totally, totally awesome. Completely excellent.

Cynics might say that the R360 is simply like playing games inside a tumble drier. But the fact is, not one person has come off the machine and not been convinced that this is the future of video games. It's pricey, but you owe it to yourself to play on this machine. It'll be in selected arcades from Easter. Just do it, babe!

Addict Factor - 99!!

Mad Dog McCree - Atari

Laser Disc games like Dragon's Lair and Astron Belt have always been popular with the punters, because they're interesting, but not with the trade - they're expensive and go wrong a lot. That explains why we haven't seen any for quite some time. But in the effort to keep one step ahead of the home systems, here comes another one - and it's jolly good.

It's a stand-up unit based in the Wild West. And instead of a joystick, you have a traditional six shooter and must slug it out with live footage opponents that have the single-minded aim to get you into Boot Hill.

Based on a series of static screens, in which you must zap baddies as they stick their heads above cover to take a pot shot at you, there's also a basic adventure structure to the thing and a fun storyline holding the game together.

It's great - but even more entertaining than playing the game itself, is watching mild mannered individuals turn, as if by magic, into passable imitations of Clint Eastwood. Proving very popular on test, it's well worth giving this one a try, pard!





Addict Factor 85

Sonic Blast Man - Taito

Feeling frustrated? Does going down the arcade and joystick waggling no longer bring the cathartic satisfaction it used to? How about going down the arcade and smashing the hell out of a video game - and still not getting arrested? Sonic Blast Man is for you, guy!

It's a game with a single control - a hinged pad below a video display. Put the attached boxing gloves on - and see some punk steal your girlie! Now give him your best shot! Ouch! That hurt my hand! And yet it hardly scratched the punk. Again! Wimper! One more time - Kapow!!!!! I may have fractured a few fingers, but at least the punk now looks a bit worse for wear.

You have three goes to bash the pad, which all add together to a butch value. If it's good enough, you go onto the next round, otherwise - game over. A bit of a laugh - if you can stand the pain!

Addict Factor - 81

Funhouse - Williams

Williams are the most consistent pinball manufacturers in the world - have just come up with their best game for ages, called Funhouse. Like Comet - an old pinball classic - it's based around the theme of a fairground, with the playfield dominated by a spooky ventriloquist's dummy called Rudi, who keeps up a running commentary on your play.

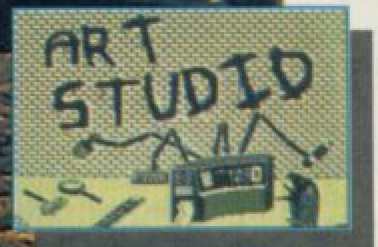
A skillful table with some very special effects, if you're into pinball, you must have a go on Funhouse. Better still, buy one and keep it in the living room - to you, almost two grand, John!

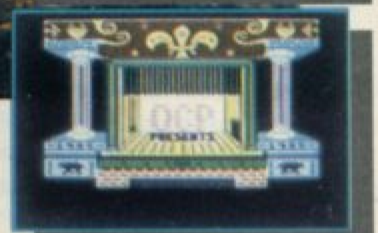
Addict Factor 89



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VIZ THE



Lavatorial humour is here to stay. SU's IAN WATSON, armed with his plunger goes clean around the bend and flushes out the dirt on VIZ

Toilets are things we're not really supposed to mention in polite society aren't they? Mythical beasts that lurk in rooms with outrageous names such the washroom and the John (eh?), and are never ever visited by people on television. That is, of course until now! The people at Viz (the publication that has practically turned the toilet into a kind of artform) are releasing, in conjunction with Virgin, their first ever computer game to feature their unforgettable cartoon characters. And you can be certain, that as long as eggs are...erm eggs, that there'll be a toilet somewhere in their pages. Or if not at least a lot of lavatory related humour! So three cheers to Viz, the comic that everybody knows....

Eh what's that there at the back...never heard of Viz!!! What? Been living under the stones for the last twelve years?...ohh you have...well for the chap with peculiar living arrangements and maybe even for those who've spent the last dozen months just growing up here's a potted history of the nation's favourite comic.

Viz first saw the light of day way back in 1979 courtesy of geordie midwives and brothers Chris and Simon Donald. Originally viewed as just one of the collection of their rather strange and often sick cartoons (Simon's first ten are reputed to have all featured people being violently sick), the first issue was so successful (all 150 photocopied copy sold out in one day) that the duo decided to make Viz an ongoing venture. Over the next five years they produced another twelve issues, selling mostly in pubs, small shops and on the university campus in Newcastle, and by the time 1984 reared its ugly head Viz was up to a print run of 5000. By the end of 1984, Virgin had agreed to look after the distribution side of things and the circulation shot up to 60,000. In six or so years since that fateful day, sales of Viz have risen to a staggering one and a half million copies, making it one of the top five most read publication in the country. Not bad for something that was just meant to be a one off. Not bad at all.

But enough about these boring facts and figures I hear you cry, what's the comic actually like?? Well to those devotees of the Dandy and the Beano, some of the comic stripes may seem remarkably familiar. Biffa Bacon is for example Dandy's Bully Beef (minus Chips) turned into an all-drinking, all fighting, nineties thug; Johnny Fartpants is simply the Beanos' typical naughty boy (Denis The Menace perhaps) who just happen to get in trouble via his bottom and Billy The Fish is basically Roy Of The Rovers updated a bit. More on the characters themselves later but the pattern is remarkably clear. Viz take familiar cartoon characters and bring them warts and all into the ever so adult world of the 1990's. And if there aren't any suitable characters then they make up some of their own using the



JOHNNY FARTPANTS

Johnny Fartpants is pretty much Viz's idea of a perfect cartoon character. A school boy who get into all sorts of pranks with the help of his overactive flatulence.

Johnny's simply a great opportunity for Chris and Co. to print as many different words and phrases for the act of passing wind as possible. These kind of stupid and surreal synonyms (look it up!) are what really make the Viz world go round, and Johnny, whose already been responsible for the popularising of cabbage water, makes it spin just that little bit faster.

BARE FACTS



BUSTER GONAD

Buster Gonad is the school boy who, as a result of being hit in an embarrassing area by the meteorite (could happen, could happen), has erm... plums the size of something extremely large indeed. Unsurprisingly enough his rather noticeable items of fruit get him into all sorts of scrapes - one episode had him travelling back in time, and he also released his own very real, vinyl, record, along with Andy Partridge of boring old hippy XTC. And if you think that's a bit obscure information, wait until you read...

BIFFA BACON

...this. Apart from Bully Beef, Biffa Bacon was also based on a bully at Chris's old school called Dekka. And Biffa's Dad who also features heavily in the strip, was actually based on Dekka's father, who Chris's Dad had the unfortunate experience of meeting when he went to complain about Dekka's bullying! A typical day for Biffa would involve going out and hitting someone and his favourite way of starting a conversation is with the now immortal phrase "Did you spill my pint". Biffa's obviously a lad who eats softies for breakfast.. (groan - geddit, breakfast...bacon..oh never mind).

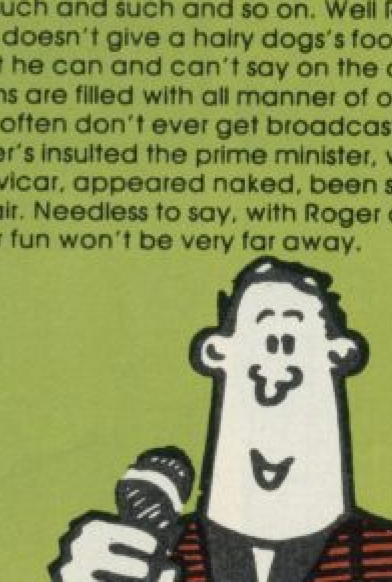
things that make us laugh, which are, let's face it, farts, bad joke, swearing, small towns, toilets (that word again), body parts, girls, stupid people, old ladies, fat people, the tabloid press, photo stories and practically everything else you can think of that appears in the real life but doesn't crop up in comics - subjects that people like the Carry On team have been making jokes about for years. So we all love Viz because they take the mickey out of the things (or people) that we all know about. See how many of your friends you can spot in these particular characters.

THE OTHERS

During the course of the game you'll meet practically everybody who's ever appeared in the comic. Naturally we're hardly gong to print a detailed description of each and everyone of them, but for those too lazy to actually read a copy of Viz, here's a quick round-up.

RODGER MELLIE

Roger first appeared in issue seven and is the chappy who introduces the players who are going to participate in the race around Fulchester. One thing, as we all know, that people on TV are desperately worried about swearing. They're always asking 'can I say such and such and so on. Well Roger is the man who doesn't give a hairy dogs's foodbowl about what he can and can't say on the air, and so his programs are filled with all manner of obscenity, and very often don't ever get broadcasted. In his time Roger's insulted the prime minister, wet himself in front of a vicar, appeared naked, been sick, all whilst on the air. Needless to say, with Roger as your host, four letter fun won't be very far away.



VIZ FACTS

Startle your friends with your in-depth knowledge of Viz trivia, confuse parents with obscure Viz snippets, astound your dog with.. (that's enough mystifying -Ed). So, did you know that...

- Viz is also sold in Australia, where it's more popular than Eastenders
- The Fats Slags have appeared in Tenants Pilsner advert alongside the slogan "It's good...but not that good"
- *Quite a few of the Viz spoof newspaper stories have turned up in the real tabloids
- To celebrate their tenth anniversary Viz gave away A Ton Of Money, all in two pence pieces, worth roughly 2500 to the buyer of their 1,000,000. issue
- Billy The Fish has his own animated cartoon series on Channel 4...
- ...and that Harry Enfield popular Loadsamaoney and Stavros comic did the voice over for it.
- Also Chris Donald was thrown off the James Whale Radio Show after he gave James a bit of a hard time.
- I haven't mentioned Finbar Saunders (And his double entendres) once yet even though he's one of Viz's most popular characters. Thankfully I've been able to fit him in (fnar fnar) here.
- Fat people eat too many cakes
- If all Viz's readers stood on each other's shoulders, the one's at the top would almost certainly die of high blood levels, cold and lack of oxygen, because the column would be over 6,500 miles high
- Billy The Fish and indeed Fulchester United and not to mention the Viz pop Top Ten (where bands get chart positions according to how large a bribe they send in), are all sponsored by Go Discs - the people who lumbered us with The Beautiful South.
- Apart from Billy, all these famous people have played for Fulchester: Shakey, the bloke out of Simply Red, and er.. lots of others probably.
- All these celebs have appeared in the strip for one reason or another: Kylie, Marradona, Beadle and Wogan.
- And finally did you know that lots of comics have tried to copy Viz's style - Brain Damage, Gas, Smut etc- and all of them have failed miserably.

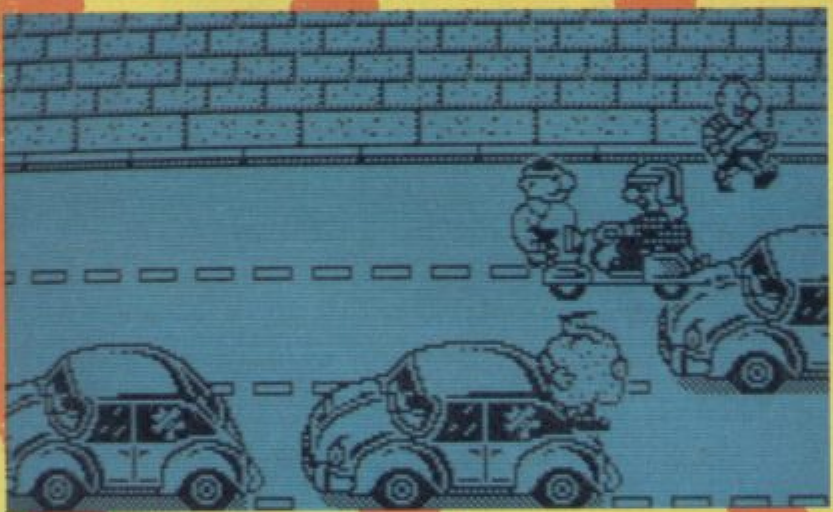
So it's official! Viz is Britain's best and brightest adult comic. And as ads probably don't say, you've read the comic, seen the TV series, worn the t-shirts, now play the game. Fulchester here we come!

IAN WATSON

PREVIEWS

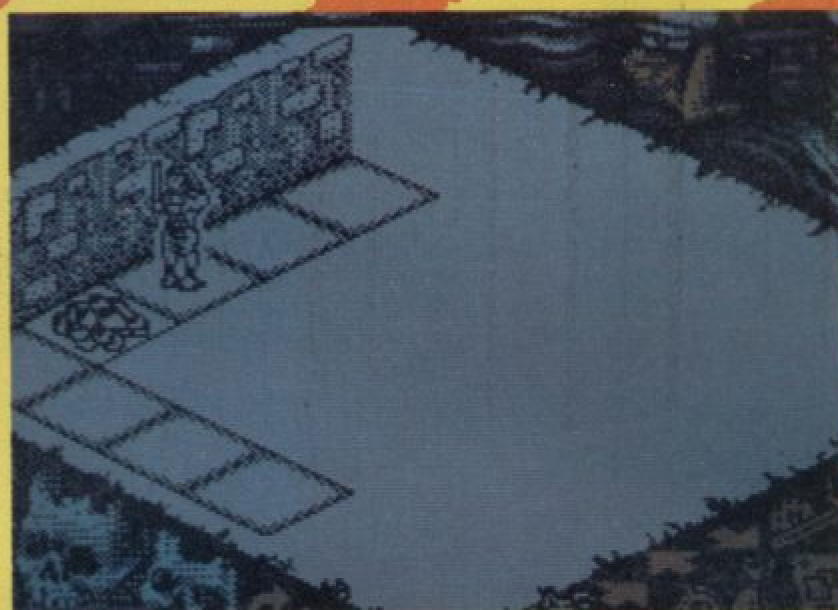
VIZ

Yes, Virgin and John Brown Publishing, have got together to produce, Viz the game and SU have leapt in to get the exclusive preview of the game. In the game you play with three of the Viz characters, Johnny Fartpants, Buster Gonad and Biffa Bacon in a straight forward race. Well, not quite. In true Viz fashion, all the characters call on their own extra special abilities to help them top overcome the Viz-esque obstacles that try to impede their progress. We'll be bringing you the full review next month, but for now, enjoy the cover demo and here's some shots from the race!



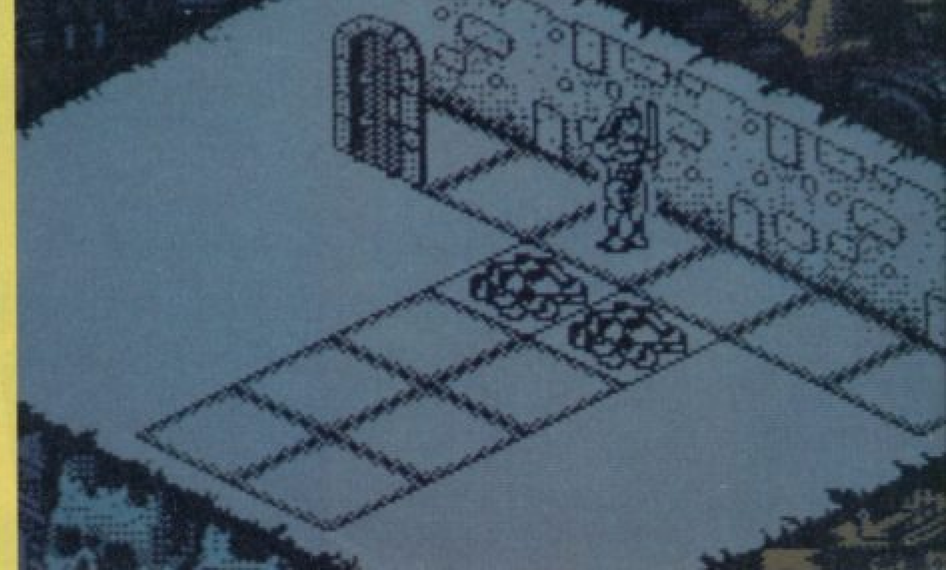


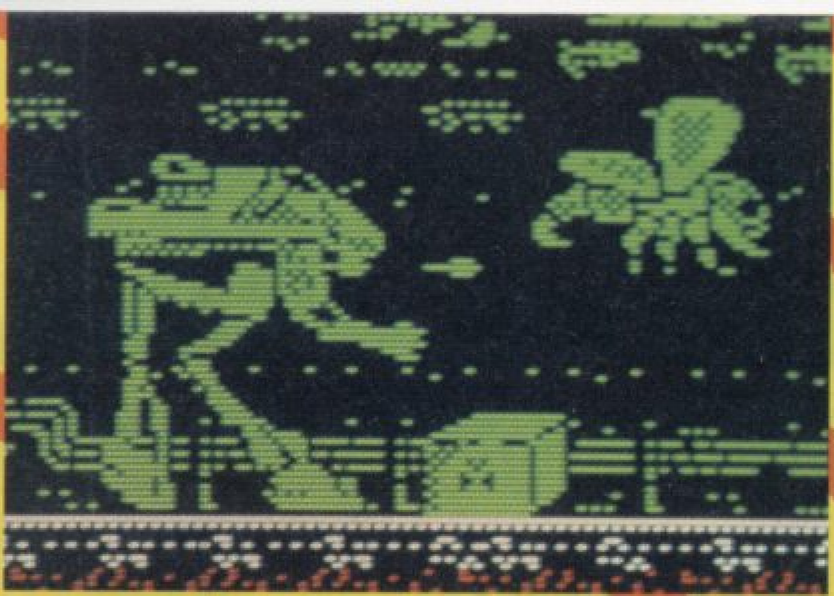




Heroquest

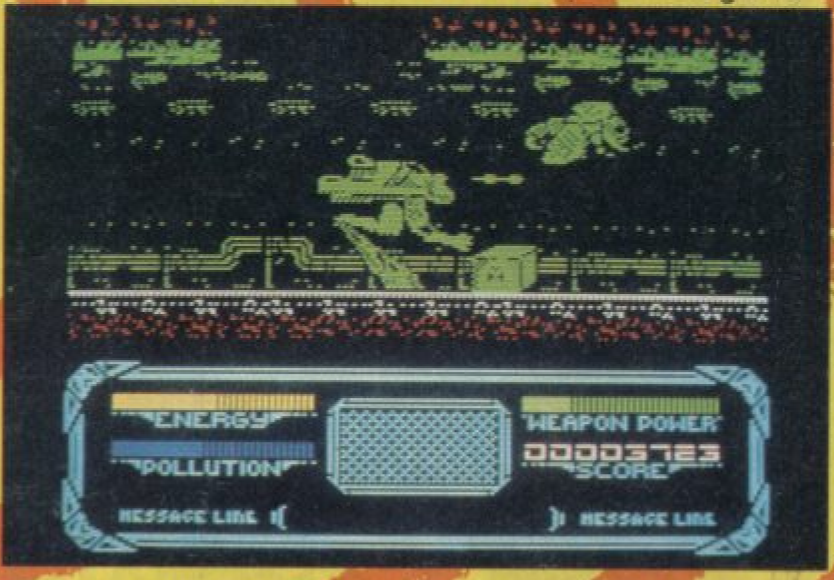
Those boys at Gremlin are a rare old sort. No sooner have they just released the super Lotus Turbo Esprit, than they have changed tack completely. From the high speed, high tech world of Lotus engines, to the darkened, twilight world of Heroquest.
As you may or may not know, Heroquest is already one of the biggest selling fantasy board games, being the "Best Selling New Game of 1989" and Gremlin have wasted no time in picking up the license from Games Workshop.
There are over ten differing adventures that can be played, each set in differing underground strongholds. It's up to you to explore the tunnels, rooms and corridors that make up the realm of Morcar, the evil wizard that you seek to best. Playing one of four adventurer types, either Barbarian, Elf, Wizard or Dwarf, you must seek to complete each adventure and win the title of Hero - a quest that many cannot complete...
Label: Gremlin
Streetdate: April
Price: To be announced.



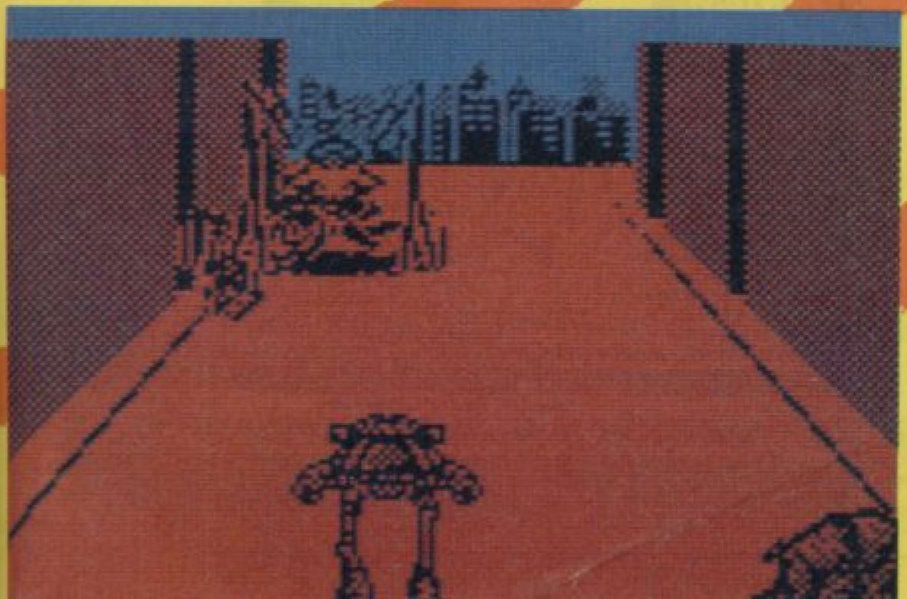


Robozone

Oh dear. Planning on a long fulfilled life with lots of great fun and loads of neat things? Bad luck, apparently the 21st century is going to be full of bleak cities so horribly polluted that no human can survive in them. Sod that.
Bunched together and living in an uneasy symbiosis with a load of robots mysteriously named "The Wolverine", the planet's remaining humans eek out a living in moored boats. Not a lot of fun but at least it's stable.
Well it was until the pollutants came along. Sticky black robot things that come from nowhere and kicked in all the Wolverine and melted them down in a very Steptoe-ish manner. There's only one Wolverine left and that's you whose got to

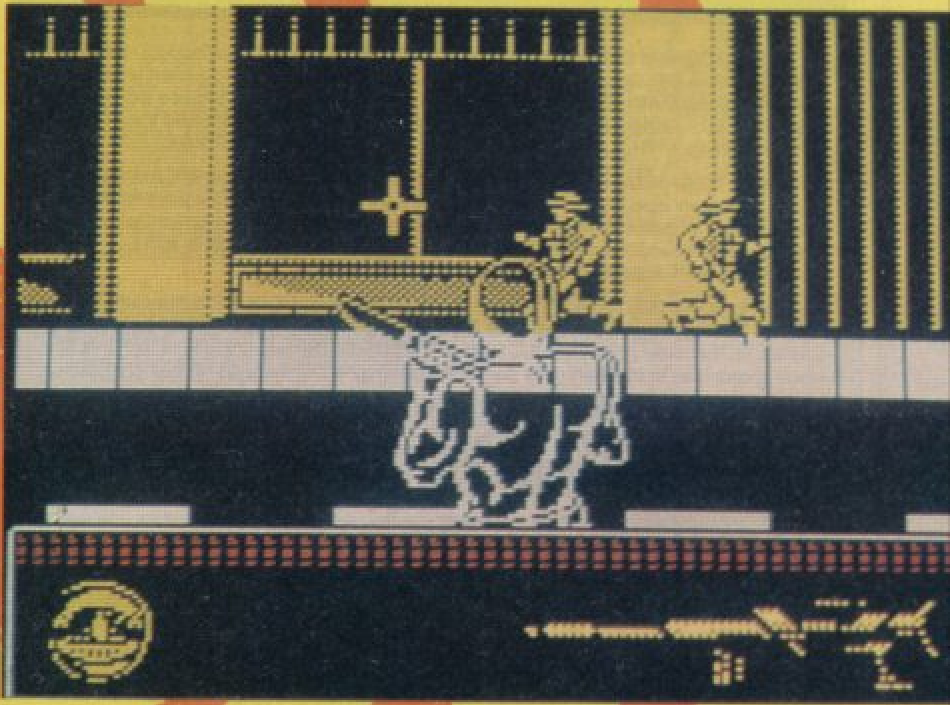


smack in all the pollutant robots and basically set the whole world to rights.
Set amid the poisoned wastes of New York, Robozone is a multi weaponed shoot 'em up of the fully directional scrolling sort. Your robot is a scary looking feller able to kit up with all sorts of mayhem inducing stuff. The game is split into three levels, each of them with their own particular blend of gameplay and challenge to keep you going for ages.
Apparently Robozone was part of some big biz movie licence deal but it sadly fell to earth dead as a dodo. Despite that, Robozone for the Spectrum looks set to come close to Imagework's claims of it being "1991's ultimate shoot 'em up". Check out your local purveyor of fine computer literature in a few months time. SU will supply full details when they're available.

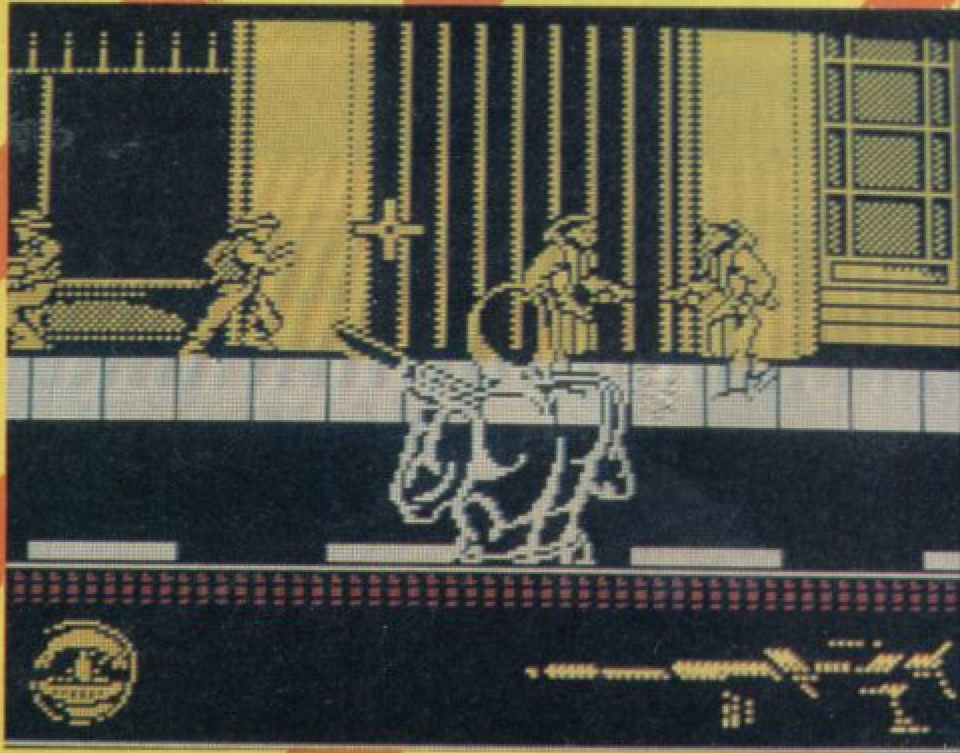


Predator 2

It's the return of that intergalactic bottom kicker extrodinaire, The Predator as he falls to earth once more in the imaginatively named Predator 2. Unfortunately Arnie isn't in it this time around, his shoes being filled by Danny Glover, Mel Gibson's cop buddy from the Lethal weapon films. This time the hassle happens in 1995 during a gangland drug war, that's just like a normal war except everybody chucks buckets of Night Nurse at each other. You're stuck in the middle as top cop Harrigan (Danny Glover) trying to wipe out the hooligan element of Los Angeles and now having to cope with a death machine of an alien.
Tooled up with a variety of death dealing gun technology, the game's a bit like the arcade hit Dynamite Duke. Kick in all



the bad guys and then it's all on for blockbusting festival of blood as you take on the Predator itself. Capturing all of the film's best bits including an exceedingly charming sequence where the Predator rips some chummy's head clean off his shoulders. Yucko, plenty of stuff there to keep Mary Whitehouse's blood pressure up.
Programmed by Arc, a group of people previously responsible for many a Speccy supa-game, it looks to be a right laugh and half. Despite an Arnie Shwarznegger content of exactly zero, Predator 2 has done great guns in the states and looks all set to capture the hearts and wallets of British moviegoers as well. Released under the Imageworks banner in late April, about the same time as the film hits our sceptered isle, Mirrorsoft are mysteriously stum about how much moolah they're going to charge which probably means it'll cost a tidy packet.



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SOFTWARE/UTILITIES

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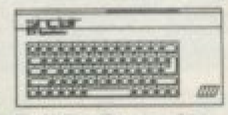
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